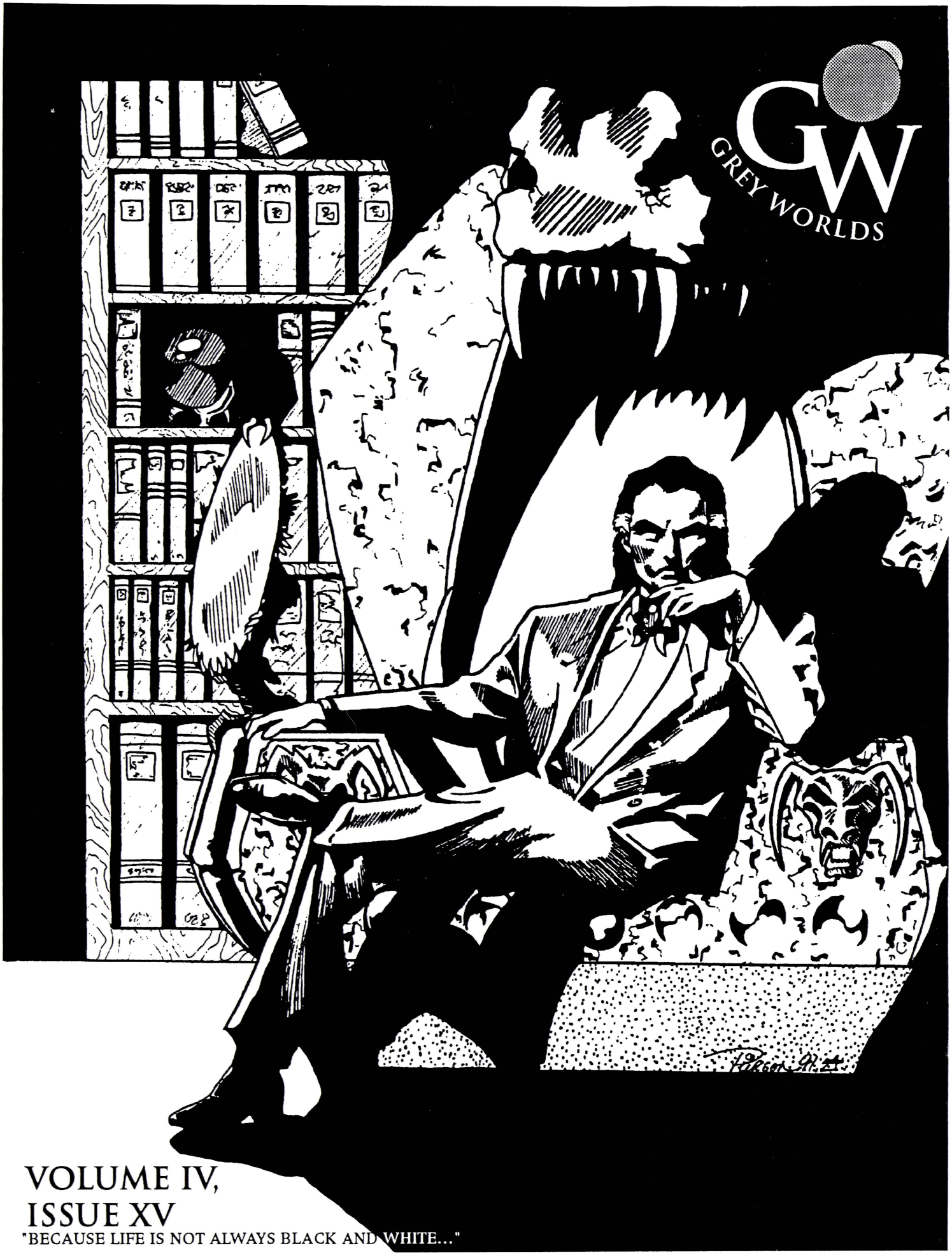


VOLUME IV,
ISSUE XV

"BECAUSE LIFE IS NOT ALWAYS BLACK AND WHITE..."

Volume IV, Issue XV
December 31, 1992

EDITOR-IN-CHIEF
ART DIRECTOR
Ross Henton

PUBLISHER
David Blank

PRODUCTION MANAGER
OMBUDSMAN
Lem Richards

ASSOCIATE EDITOR
Ellen Pederson

CONTRIBUTING AUTHORS
Gary Anastasio, Sanford Berenberg, William R. Bornander, Joseph B. Daugherty, Randall Kuipers, Ward Miller, Jeanette Roth, Leslie Roth, Tim Taylor

COVER ART
Laura Pierson

CONTRIBUTING ARTISTS
Richard Grove, Adam Hughes, Laura Pierson, Laura Reutter, Dan Smith

PAGE DESIGN
Ross Henton

TABLE OF CONTENTS

Critical Decisions 2
Moremaster 2
Proper Channels 3
In Other Worlds 3
Pandora's Box (Equipment) 7
Multiple User Items 8
Witches And Wizards Revisited 9
Natural and Enchanted Herbs† 10
Manual Dexterity† (Rules Option) 11
Optional Stalk And Hide Modifiers† (Rules Option) 11
Chronomancy 12
Chronomancer (Profession) 15
Time's Distortion (Spell List) 16
Temporal Manipulation (Spell List) 17
Chronomancy (Spell List) 18
Intangible Ways (Spell List) 20
Spy (Profession) 21
The Tarot of Many Teachings 22
Medieval Adventuring in Rolemaster 42

†An exclusive premiere from the upcoming I.C.E. product: *Arms User's Companion.*

© Copyright 1992 by Grey Worlds. *Grey Worlds* magazine is published quarterly by Grey Worlds, 1008 Hillwood Drive, Lewisville, Texas 75067. Iron Crown Enterprises is the publisher of *Rolemaster* and all its associated products, and Iron Crown Enterprises owns all the copyrights and trademarks associated with the *Rolemaster* product line. *Grey Worlds* magazine and Iron Crown Enterprises are unaffiliated companies, and Iron Crown Enterprises is in no way responsible for the material or content of *Grey Worlds* magazine, and Iron Crown Enterprises owns no interest in Grey Worlds or *Grey Worlds* magazine. *Grey Worlds* magazine is printed with the permission of Iron Crown Enterprises.

Material presented in *Grey Worlds* magazine is the work and property of individual authors and does not necessarily reflect the intellect, views, or opinions of *Grey Worlds*, its officers or staff.

CRITICAL DECISIONS

some verbage from the editor

Over New Year's weekend, during a session of a game taking place in a dark, urban environment, the fact came up that a character didn't have any ranks in the skill Streetwise. Some people were amazed that a character in that setting wouldn't have such an essential skill. The player's reasoning was simple: the character had spent most of her 'formative' years in an insular, isolated, environment, and wouldn't have logically had the opportunity to develop that skill, however useful it might be.

This particular bit of insight was truly refreshing to me. I think that far too many characters are designed to be all-encompassing; capable of dealing directly with any situation, problem, or challenge without the help of anyone else. They have (at least) one rank in every lore and knowledge-based skill possible, so they can contribute something to any problem. They have the widest skill base possible, whether they would have logically had the opportunity or the rationale to develop them.

I'm not speaking about the character who knows spell lists from eight different professions... I'm talking about the city-based thief who grew up as a street urchin that has numerous ranks of Demon Lore because he heard the GM mention there would be demons in the game. Or the monk who knows more Streetwise than the thieves. Or the Barbarian martial artist. Or the Druid/Lumberjack.

A character doesn't have to have every skill the other members of the party do. If a character has weak places, it will just make for good roleplaying situations. A character should be *missed* when he's not around; the party shouldn't be complacent because everyone else has the same skills he has. Too much thought is given to survivability and too little to the failings that help bring a character to life. And frankly, it makes the game less enjoyable for others when they feel useless because one character can do it all.

A character who is merely a hatful of skills should be in a wargame, not a roleplaying game. It's not the strengths and the skills that define a character... it's the *weaknesses.*

Ross Henton

MORE-MASTER

some verbage from the publisher

Well, the dust has cleared and the new power structure is in place. My official title will be Publisher, and Lem Richards will be taking over the production duties. The reason for this is that when we go professional in 1993, I will be dealing with the *GW* distributors and all of the other details that production for profit entails. We are a very awkward size right now, and something has to change.

We also may be able to do other nice things for *GW* as well in the future. These may include color, first class mailing, and slightly larger *GW*s. Later, we may be able to offer bi-monthly or even monthly *GW*s, lower prices, and color inserts.

Our goals in going pro are to keep promoting ***Rolemaster*** and roleplaying in general, get the word out to more people, and to even (gasp) break even (we freely give to *GW* all of our blood, sweat, tears, and time, but our money is long gone). As Lem said last issue, we want to know what you think.

David Blank

PROPER CHANNELS

some verbage from the ombudsman

It amazes me how some people behave when they are invited over to play. They eat all of your food and then quickly leave before you can suggest that they may want to stay and help clean up. It amazes me that everybody contributes to the construction of a pizza when it is being ordered, but suddenly become hard to find when it has arrived and needs to be paid for. It amazes me that players constantly strive to buy every skill in the book for their characters; even if they are reduced to one rank each. It amazes me when a player rolls two dice of the same color and markings and is consistently able to tell which is the high die when no one else at the table can. It amazes me when a GM uses material from a popular TV show or book in his campaign and then has the audacity to look surprised when the players easily recognize it. And then, when confronted with the fact, he says that he made it up himself and that he developed the idea independently of the discovered source. It amazes me that GMs can't tell a player when he is disruptive; instead, the player has to learn about it through someone else who heard it during a gaming session that he was conveniently not invited to. It amazes me that people still take thirty grocery items through the "15 ITEMS OR LESS – CASH ONLY" lane and pay by check. It amazes me that some people still have their driver's licenses. It amazes me when characters suddenly show up in a dire situation with all the answers because the player sat and listened to what led up to it for fifteen minutes. Players amaze me who constantly say, "My character says..." Experienced roleplayers whose idea of intense roleplaying is saying, "My character is really mad." It amazes me that players still read the modules that the GM says not to read and then, after the game is over, criticize the run as boring.

Lem Richards

IN OTHER WOR{L}DS

some verbicide from up north

One thing that ***RM*** does not simulate particularly well is the learning curve. When one accomplishes a task, similar subsequent tasks should become much easier. This represents confidence gained through experience. It also illustrates a *cognitive map* created in the brain by achievement. This *cognitive map* is like a road map to additional attainment. Past success reinforces future success. This phenomenon is not represented simply by acquiring skill ranks.

For example, consider juggling. Juggling one ball is Routine, but adding a second or third ball makes for a more difficult task. Until one learns to juggle two or three balls, that is. Then it becomes markedly easier. In other words, what's needed is some game mechanics which will reward success by reducing the difficulties of subsequent similar tasks. One simple remedy is to lower the difficulty rating by one rank for the same sort of activity as soon as a character has succeeded. Perhaps after five successful rolls, the difficulty rank could be reduced again. And so on, until a basic (or minimum) difficulty rank is reached.

There is one *big* problem with this solution, though. Unless the GM plays with only one PC, he would have trouble keeping track of each PC's difficulty ranking for every activity. For example, four different characters presented with the same cliff-face could have to roll on four different difficulty columns! Can you imagine the poor GM who keeps track of all this for every one of *RM*'s two billion skills? Neither can I. So what's the answer?

One possibility is the concept of a 'Success Bonus'. After a PC's first success in a particular activity, he could receive a bonus to any future activity which is very similar (e.g., +20). This mechanic removes the need to keep track of each PC's action difficulty rank, but still involves a great deal of bookkeeping—keeping track of each individual success bonus (e.g., +30 when juggling two balls, +20 with three, +10 with four, etc.).

It is clear that once you know the trick involved in an activity, things become simpler. But how to apply this maxim to the ***Rolemaster*** system? If you have any thoughts, please send them in!

Tim Taylor

GREY ANALYSIS

Upon first reading the *Alchemy Companion*, I was most disappointed and found it to be an inferior product. After further consideration and discussion with others, I have come to reconsider my initial impression. The *AC* presented a number of variations on the base Alchemist class, some interesting new spell lists, and clarified a few of the original rules. In short, it is a decent product—as far as it goes.

The cause of my disappointment, I came to realize, was not in what the *AC* did, but what it failed to do. The ***Rolemaster*** alchemy system is, in my opinion, the single most underdeveloped portion of the core rules. It is unbalanced, poorly thought out, and fundamentally unworkable. If one actually utilized the alchemy rules, and if one applies any amount of rationality to the economy of the world, there are only two conclusions: either high level (20+) Alchemists are a dime a dozen, or magic items of any note are fantastically expensive and unbelievably rare. Never mind the question about how you get any high level Alchemists when it takes years to craft an item of note (during which time they gather littler or no experience).

"I was most disappointed and found [Alchemy Companion] to be an inferior product..."

According to *Creatures and Treasures*, a x3 PP multiplier is a fairly low-powered item (only Potent). This item took a 50th level Alchemist over a year (including the *Work* spell) to craft. Thus, unless there are numerous 50th level Alchemists running about, there should be almost no items of this power, let alone greater ones. And those that do exist have probably been commissioned by powerful kings or other mages of comparable power. A character below 20th level would be hunted down and killed for this most marvelous of treasures, and it is only a Potent item.

As I said in the last issue of this magazine, there is the added problem of the cost of such items. A x3 PP multiplier has a base cost of 400gp. There are multipliers to this cost based upon the form and what realm it functions for, but this is an arbitrary thing as there is no indication of there being any greater effort on the part of the Alchemist. In any event, even if there are 50th level Alchemists available in sufficient abundance, I would think that this most skilled individual would demand much higher rates for his services, especially considering that a lower level member of his craft (say only 20th level) could craft 3 x2 PP multipliers or (given the examples in *RMCI*) a moderately enchanted sword with some spell ability in the same period of time and make vastly more for his effort.

The problem boils down to this: it takes a person of much too high a level, far too long to make an item for which he is paid far too little for. There are ways to twist the current system to make it a little more workable, to be sure. You could correct the time issue by changing the crafting time from one week per level of the enchantment to one to three days per level. You could correct the pricing issue by coming up with a complex formula based upon the level of the Alchemist, the level of the enchantment, and the time it took to craft it. You could correct the level issue through, perhaps, a creative application of the ritual rules.

In my game, we use a modified version of the ritual approach, something of a controlled Lord Research. The item itself is crafted (using the *Work* spells) and then a ritual is performed during which large numbers of gems (valued dependent upon the level of the ritual) are consumed. To determine the price, the Alchemist merely tags on a 200% markup. It works, but it is definitely a corrupted and complicated approach (not to mention that it pretty much breaks down when you start to talk about Artifact-level items).

Perhaps someone else has an approach which is better. Based upon what I have seen in print, it seems to be an issue which has never been addressed and which people have just ignored. Hopefully, together we can come up with a new approach which better handles this dilemma.

David Mullin

About six months ago a friend pointed out your magazine contributions in *RMCV* telling me to write in to receive information about a subscription. Here is what I had been looking for, and it's been right under my nose, in Lewisville, less than thirty miles away! Though I have only received one issue of *Grey Worlds* I would like not only to thank the creators for publishing a fine magazine, but also to add my 'two cents' concerning the problems I agree with the current ***Rolemaster*** game as a whole. I have gamemastered three campaigns and numerous scenarios, and have examined and tried almost all of the optional rules in all the companions. But they have finally hit the nail on the head with *RMCVI*'s Unified Skill System.

"They have finally hit the nail on the head with RMCVI's Unified Skill System."

The basic simplicity of the system is what I most admire, plus the more logical, and easier methods for the skill resolution. Of course, there is the problem of reformatting most of the other optional rules and previous character sheets, not to mention rewriting some of *Character Law*. But look at some of the many benefits. Finally getting rid of those silly Secondary Skills (how many are there, about fifty or so?), and replacing them with more logical Specialized and Category Skills. Just divide the Specialized Skills into as many Category Skills as you need, just think of the time and paper saved!

The improvements also carry over to the Basic Skills. I always thought it was ridiculous to rely on a chance roll for Spell List Acquisition. If a character studies hard for months, how can one roll of chance be the deciding factor between possibly years of study? One example is a first level semi-spell user who invested seven ranks in a spell list. With only a +35 skill bonus and a +10 stat bonus, chances are he would miss the list. Besides, I don't know many people that would spend 28 development points trying to learn a list he has a good chance of not receiving this level. Sure, he could learn it next level, but that roll basically decides the character's performance for possibly weeks of gaming time! Adding the stat bonus could also be very unbalancing if used with certain characters that are high in one particular stat. For example, you have a fair elf mentalist, + 15 Pr, with a 99 Pr stat = +20 (+23 if using the more accurate smoothed statistics in *RMCI*), and a +20 Pr bonus from a background option. This is one exceptional mentalist, with a 55 bonus to Pr. Now the fair elf, with such a high stat, has a 60% chance of learning the list by spending only one development point! If he wants to learn the list without a roll, all he needs is nine development points.

Also, one of the optional rules I usually use is the Multiple Spell List Development in *RMCIV*, in which you can try to learn as many spell lists as you have base power points. Now, I know this is one great Mentalist, but for only spending a whopping six development points he has, statistically, given himself a very good chance of learning at least 4-5! This is also not 'a once in a million character'—choose a fair elf mentalist, assign the highest rolled stat (99), which is not totally uncommon with 10 rolls (none less than 20, add Size, Ap stat if used, not to mention the nice GM rerolls), and get lucky with the background chart (3 tries, 60-69 +15, 94-95 +20, 100 +25).

This new method solves these problems, improves the flexibility, and broadens the choice for of one of the most vulnerable 1st level PCs; the pure spell user. Simple and logical, it allows spells to be bought individually, though still in spell list order. With a good combination of optional rules presented with the skill, it is (I deem) superior to the original.

Thank you very much for a great magazine, and it's great to finally drop that ad-ridden Dragon!

Darkwalker (a.k.a. John Rodriguez)

It was really fun to see our stuff *[The Tarotmage, The Arbitration Guild...Ed.]* in issue XIV. There was a lot of great material (Jeannette, who is fond of new character classes and clever spell lists, really enjoyed the material on the Monastic). However, we noticed (all-too-late) a couple of minor errors in the articles that we submitted (due entirely to our carelessness, we confess). First, in the "Background" information on "Living Tarot" (p. 20), the following information appears: "...Each card is associated with a particular path (or *sephiroth*)...". To avoid the inevitable criticism from any Qabalistic scholars among your readership, it must be pointed out that: 1) the context of this statement implies a *singular* path — the singular of *sephiroth* is actually *sephirah*, and 2) of the 32 paths of the Tree of Life, only ten are actually considered to be sephiroth (the other 22 are simply referred to as "paths").

The second error concerns the article on the Arbitration Guild. In our campaign, we use the term "advocate" instead of "arbiter" to denote members of this guild. Since the word "advocate" implies the championing of a particular position, and since guild members are supposed to remain highly neutral, the decision was made to change to the "arbiter" label. However, in re-editing the file, we missed replacing "advocate" with "arbiter" in two instances; our apologies for any confusion this may have caused.

Finally, some feedback to ideas and opinions expressed by your staff and readers in issue XIV: to Mr. Butterfield, who was concerned about the articles on "fate stuff" — while we agree with your viewpoint about the usefulness (or should I say uselessness) of such stuff, others obviously do not. The great thing about ***Rolemaster*** and *Grey Worlds* is that they provide a general, workable basis for colorful FRP without dictating exact parameters which must be rigidly followed. Simply because an idea is unusable or undesirable in our campaigns doesn't mean that *no one* should use it. The stuff we don't like, we ignore. Some of the stuff other folks don't care for, we may find exciting — and it would be too bad for us if such things weren't included just because someone *else* couldn't see a use for it. We applaud *Grey Worlds'* eclectic approach and recognition of the wide array of player interests.

And to Mr. Richards, who asked for some comments on the possibility of *Grey Worlds* "going pro" — how exciting! The fact that your circulation is high enough to make this a strong possibility attests to the quality and scope of your publication. Overall, as long as issues of *Grey Worlds* keep coming, we're happy; the specific format is secondary, in our opinion. Color might be fun, but then again, we're accustomed to doing without it (since the *Rolemaster* books don't use color except for the cover). As to advertisements, well— we can take 'em or leave 'em. The cost-per-issue is immaterial to us, but we realize that not everyone has the luxury of being able to say that. To us, the biggest determiner in whether or not to switch to a professional format is the "quality issue:" will changing formats improve the quality of *Grey Worlds* even more? If so, we're all for it. Thanks again for giving us the opportunity to have fun... and to feel a little important in the process.

Les and Jeannette Roth

Well, it looks like it's going to happen in 1993. We've been negotiating the details of printing and publication recently, and it seems we've reached a workable set of figures. You should see color covers and (maybe) occasional color inserts in the near future. We probably won't be running any paid advertisements at first (for reasons of legalaties and foreign tariffs), but we might consider it later.

Rest assured: the quality of Grey Worlds *will only improve as our subscription and sales base increases. As more people have become aware of the platform* GW *provides, the broader a range of ideas and art have come our way. We intend to see the quality of GW grow by leaps and bounds in the years ahead. And we're glad you enjoyed seeing your submissions in print... and you are important to us. RH*

One of the major sections of *RMCVI* is the Unified Skill System. It is not an optional add-on, but a whole new skill system for ***Rolemaster/Space Master***. It is a true unified skill system and easily covers all levels of technology. It even handles how the same skill will vary between different tech levels, and it makes character creation *much* faster and easier.

The basic system is that most skills are divided into Interdisciplinary and Specialized skill ranks. The Interdisciplinary skills are broad skill areas that cover basic knowledge and can be further enhanced through the development of Specialized skills in that area. Some examples of Interdisciplinary skills are 1H Edged Weapon, General Perception, and Law, while some examples of Specialized skill areas are Long Sword, Sight Perception, and Criminal Law.

The trick is that when you are using a Specialized skill you take the *total skill bonus* (not skill ranks) from both the Specialized and the Interdisciplinary skill ranks and add them together. This means that someone with 9 ranks in 1H Edged and 9 ranks with Long Sword will have a 90 OB with Long Sword before he added in his stat bonus. He would also have a 45 OB plus stat bonus with any 1H Edged Weapon. Level bonuses and secondary skills no longer exist in this system (Hurrah).

The total skill level for characters generally remains about the same. A tenth level Fighter buying one rank each level of Interdisciplinary and one rank of Specialized can have a total OB bonus of 104. The same Fighter buying twice a level using the old system would have an OB of 102 with his level bonus. The major difference is that in the new system this costs the Fighter 2 DPs, while in the old system it would cost him 6 DPs. Considering how many new skills there are, this is not a bad thing.

Of course using the new system the Fighter (or anyone else for that matter) could buy twice a level in both. This would give him an OB of 144 at tenth level. This would cost a Fighter 12 DPs (and someone like a Bard 24 DPs). That's between a quarter to half the DPs a character can be expected to have. A fair enough price to pay to be that good.

Some skills such as Region Lore or Ambush can only be bought as a specialization. Others like History are Interdisciplinary, but the Specialized skill area can be as broad or as specific as the player desires (nice touch). Still others don't have any Specialized forms (like Streetwise, Swim, or Climb). I have been given to understand that this will be changed in the future to a system where almost all skills are divided in to Interdisciplinary/Specialized. The Specialized areas of a skill will also be fully defined and explained.

There are some nice twists in the system for Spell List development. A character knows a list to whatever his total ranks in Spell List development are for that list (no more rolls to learn a list, and no more 1st level character knowing a list to tenth level). The actual cost per rank depends on what type of list a character is trying to learn. A Pure's costs (starting at 1/*) in his own realm are x1 for Base, x1 for Open, x1.5 for Closed, and x4 for Arcane (so the DP cost for a Pure to learn the next spell on two Base lists, two Closed lists, and one Arcane is 11 DPs (1 + 1 + 1.5 + 1.5 + 4 = 11)).

Pures and Hybrids should enjoy the slightly lower cost to learn magic and the wider range of spell lists available, but Semi-spell users may find it harder to learn magic at 4/*, since the realms' stat bonus will no longer figure in. On the plus side, if the GM rules that he can acquire the information, a character can even learn other profession's Base lists (at 3.5x in his own realm for a Pure) or spells from different realms (at 12x for a Pure!). Arcane magic is also very expensive to learn. This is as it should be, but some campaigns may call for a lower cost.

Maneuvering in Armor and Martial Arts also have some new twists. Maneuvering in Armor costs are now fixed (For an example, the cost Maneuver in Armor for a Fighter is now 1/* DP for all types). The catch is that like the Martial Arts rank system, the highest number of ranks of Maneuver in Plate allowed a character is equal to ranks in Chain, which is equal to ranks in Rigid Leather, which is equal to ranks in Soft Leather (no more characters able to maneuver in plate better than soft leather). Martial Arts has added two new forms (wresting and grappling). The Interdisciplinary Martial Arts skill bonus can be used in all four forms (at rank 1 if used alone), but the Specialized skill forms must still be developed using the old 4 rank system.

Overall, the new system looks like a major advancement. Level bonuses no longer straightjacket a character in to a particular mold, and character creation is much faster and easier (a major step in the right direction). The Interdisciplinary/Specialized system also has the twin advantage of letting a character have a solid background in a skill, while forcing him to specialize in order to reach the higher levels of skill. This is a godsend for a skill-heavy campaign (if you by chance saw how many different variants of computer skill or some of the other technical skills now exists in ***SM*** since *Space Master Companion I* came out, you will know what I am talking about).

Conversion is quick and relatively painless, particularly if you are not using the level bonus options. Just repurchase the skills for each level. In fact, some of the character's skills may be even higher than before (which will no doubt encourage players to try the new system), but the increased specialization of these skills will help balance this out (then the GM, if he was a sick, cruel, and particularly vile individual, could dream up situations to take advantage of this. heh, heh, heh).

While the new system can allow some very high skill bonuses, the DP costs are much too high to make it common. The new system's specialization system, reduction in the overall number of skills by eliminating minor variations, removal of the secondary skills system, and the overall reduction of skill cost helps solve the long term problem in ***RM*** and ***SM*** of just too many new skills to buy. What is provided is a faster cleaner skill system that allows the player the freedom to truly define his character as he desires. Give it a try. I'll bet you won't go back.

David Blank

PANDORA'S BOX

Olde Tyme Item Shoppe

Mayk Eyetum, Prop.

Choice Items For The Discerning Adventurer

As you pass yet another fetid alley mouth, your forearm is seized in a cruel grip and you are jerked from your footing to sprawl in the miasma of the alley bottom. Scrambling awkwardly to your back in the muck, drawn dagger pointed at your assailant, you notice a fat stodgy man beneath a drab cloak. "Didn't mean to upset you," exclaims the old man, "Borrow an arm?" Getting laboriously to your feet, waving off the offered help, you recollect the features of the nondescript little man before you as one Mayk Eyetum, proprietor of a dirty little shop down on Scab Street. "Blast it! Now I've gone and upended the only customer I'll see in a week," says the oldster, more to himself than to you.

You turn to leave but he grips your arm. "But a moment, sir, I've items that need a look," he whines, "Last of my stock...asking but a pittance...please, sir, business is appalling." It seems the prattle of the poor fool will never end. This last plea is so pitiful that you decide to buy something, simply to get the nuisance to desist and depart. You turn and examine the case which has mysteriously surfaced from the rank, voluminous folds of his cloak and observe many rings...

The Ring Arcana: A simple band of white gold which bestows the ability to learn other realm spells as if a hybrid of that realm. The character's ordinary spell costs for his chosen realm remain the same regardless whether the costs are greater or lesser than the costs of a hybrid. The ring also reduces spell research cost by 1% per memory bonus plus 1/2 reasoning bonus. The ring is also a multirealm PP multiplier. The strength of the multiplication is the wearer's presence, empathy, and intuition bonuses divided by 30. Thus, +20 presence, empathy, and intuition bonuses would equate to a x2 multiplier. This artifact is extremely potent in the hands of a powerful mage; the stronger the mage the more powerful the item. Re-105; Pr-105; In-105; Em-105; Will-250. The ring's sole purpose is the accumulation of magical knowledge.

The Ring of Truth: A pure silver ring fashioned in the likeness of a man with his feet in his mouth. The ring has the peculiar ability to be able to detect any and all lies (regardless of the skill of the liar) within its area of effect. If a lie is detected, the ring tolls like a large bell. The sound falls just short of deafening. The alarm may be heard within ordinary distances. The ring will not detect lies of omission, however any knowingly false statement will be detected. Detection of lies is an ongoing process and may never be halted. Range is 10'/lvl of the bearer, and the ring need not be worn. The ring will not detect any lies made undetectable by magical means.

Gauntlet Rings: A pair of Mithril rings which have the ability to change shape into that of a pair of Mithril gauntlets and back again. For activation to commence, the rings must be worn when commanded. Gauntlets form upon the hands of wearer. The gauntlets act in all respects as +20 Mithril gauntlets. An additional +5 may be added when using martial arts. Weight 1 oz. (each)

Power Rings: These rings are made from various materials each containing varying levels of power. The primary purpose of the rings of power is the storing of PP until such time as the wearer calls upon the power to fuel his magics. The Power Rings contain a limited supply of PPs, when said PPs are exhausted the ring ceases to have any power or function outside of its ordinary ring characteristics. Degrees of power stored within these items may vary from 1 to GM's option. The power contained may be used as desired by wearer in increments from one point to the full remaining amount of PPs.

Gate Rings: These rings are the artifacts of an elder age. Being some of the few items still existing from the Demonic Wars, the power contained within the reach of these rings is hope of all dreams or the terror of all nightmares. Created by Demonic alchemists for use in their Plans of Dominion, each ring holds within it the power to create a gate to another planar location (GM's option). The locations are as per individual ring and may not be changed. The duration of the gate varies between rings (GM's option highly dependent upon location). The rings only provide one way passage. Activation of the ring is accomplished by putting it upon a digit. The rings may be used unlimited times. Thousands of these rings are still known to exist, many of which the locations are still unknown.

Wedding Rings: This broad iron ring has the peculiar ability of permanently affixing itself to anything touched after activation. Only the outer surface of the ring contains the power of attachment. Once connection is made and activation given, the ring will remain connected to the target until the ring is destroyed. The ring may be attached to any surface, but the strength of the connection is only as strong as the target area (i.e., a Wedding Ring attached to a section of skin will not provide a strong link, the area of skin will simply be removed if any degree of force is applied against the ring). This ring is strictly a one-use item, regardless whether the connection was a strong one or not. No magic short of a deity's will remove the bond.

Ring of Reflection: This powerful band of Mithril is polished to mirror brightness. The ability of this ring is to increase the magical and physical power of the wearer in proportion to his innate power and abilities. The ring provides an additional set of PPs and HPs equal to the current possessed totals. Said totals are used before any personal points are used. These points are used and gained back at a rate equal to the character's current rate of PP and HP regeneration. Any fatigue reductions due to overuse or loss of PPs and HPs apply directly towards the character's personal points.

Joseph B. Daugherty

MULTIPLE USER ITEMS

This system allows multiple users to benefit from the rewards of a single magic item. One user is designated primary while all other users are secondary, despite physical possession of the item. The primary user maintains total control of all benefits to be gained from an item. All users of the item must be within range to obtain full advantages.

The benefits to be used by all additional users other than the physical possessor, must be physically possible (i.e., only the physical possessor of a magical +30 broadsword would have access to the bonus, while an item which adds +30 to the OB without the striking power being necessary would have a +30 bonus available to be divided among the users).

Items to be used in this manner may be divided among or withheld from all attuned users by the primary user. To become attuned to the item one need only make a successful attunement roll. To become the primary user of an item the character must do one of three things.

1. Make a successful attunement roll (at -25) after the subsequent primary user has voluntarily relinquished control.
2. Make a successful attunement roll (at -25) after the subsequent primary user has died.
3. Make a successful attunement roll (at -25) after winning in a will vs. will combat (only possible between attuned users).

Secondary users must attune to the item using a normal attunement roll, after the primary user has successfully attuned.

Multipliers: The multiplier's bonus is divided among the attuned users by the primary user. Thus a x6 multiplier may be divided into a x2, and a x4 multiplier. The primary user must designate which users gain which multiplier.

This table is to be used in addition to the magical item creation rules located in *Character Law* and *Rolemaster Companion I.*

Adders: The adders must be divided for a full day, after which they may be redivided through concentration by the Primary user. For example, two mages are sharing an adder ring (+3 adder). The first mage has 2 adders and the second mage has 1 adder for the day. At the end of the day the Primary user may decide to redistribute the adders any way he wishes, but during the day he may not tamper with the distribution.

Daily Items: As with adders, the daily uses must be distributed to the users on a daily basis with redistribution being impossible until the start of the next period.

Bonuses: The bonus may be divided among the attuned users by the primary user. Thus a +50 DB ring could provide 2 or more users with any amounts which add to 50. Note: No user can have a negative bonus to enhance another's positive bonus.

Max# of Users	Base Cost Multipliers
1	x1
2	x2
3	x3
4	x4
etc.	etc.

Max Full of Users	Base Cost Multipliers
0' radius	x1
5' radius	x1.5
10' radius	x2
15' radius	x2.5
etc.	etc.

Constant: The use of the item may be divided among the users if the spell is quantifiable (i.e., dividable). For instance, a *Fly* spell, 150' per round could be divided into three 50' per round *Fly* spells on three users or two *Fly* spells on two users at 110' per round and 40' per round, etc.

If the use of the item isn't quantifiable (invisibility for instance), the ability conferred by the ring may be transferred back and forth according to the Primary user's wishes. One round of concentration is required.

Joseph B. Daugherty

WITCHES AND WIZARDS REVISITED

Problem #1: Witches (*RMCII*)

When the Witch class was presented in *RMCII*, it took less than five minutes for me to decide not to use it. I knew that none of the gamers I knew would ever want to play a magical housewife. Lately, though, I've been doing some thinking (and, incidentally, some research). The witch, as presented in *RMCII* is way off base and the *RMCIII* arcane covens just made things worse.

In my campaign, I use the concepts presented in *RMCI* as primary powers: the Father of All and his enemy the Fallen One. Each is served by a host of secondary powers and heroes, the armies of light and darkness. Witches and druids are priests of a pantheon of nature deities totally unrelated to the light vs. dark struggle. The chief object of worship in the nature religion is the Great Earth Mother.

Thankfully, Druids work well just the way they are now. Witches, on the other hand would never fit into the framework I had established for them. What I finally decided to do was make the witch a type of archmage with deep connections to the power generated by earthnodes. They see the earthblood as the Mother's Gift to the world (for an example of this type of priestess of the Earth, read the *Fionanvar Tapestry* series by Guy Gavriel Kay).

With this setup, the witch is immensely powerful, but only inside the boundaries of an earthnode. Most of the witch's spell lists will not function outside an earthnode. I feel the earthnode restriction more than makes up for their high power level. Treat the witch as an archmage with the following base lists:

Earthblood's Ways (Arcane, *RMCI*)
Earthfocus (Arcane, *RMCV*)
Earth Mastery (Arcane, *RMCII*)
Node Functions (Arcane, *RMCV*)
Node Mastery (Arcane, *RMCV*)
Stone Lore (Arcane, *RMCII*)

The witch gets four additional base lists of the player's choice, using the Archmage class spell list pick guidelines in *RMCI*. When a Witch undergoes the Ritual of Ascension at 20th level, she becomes known as a Daughter of the Earth.

PROBLEM #2: WIZARDS (*RMCIV*)

In my opinion, the original Wizard class was a total waste of printer's ink. They can do practically nothing that will add to the success of an adventure. I decided to research traditional concepts of wizardry, and ran across an entry about wizards in the *Encyclopedia of Fairies* by Katherine Briggs. According to her, classical wizards were masters of shape changing and illusion. If you combine this idea with the *Wizardstaff* list (the one good spell list from the article on Wizards in *RMCV*), you have the start of an interesting character class.

Treat wizards as a type of Archmage with the following base spell lists:

Ethereal Mastery (Arcane, *RMCI*)
Lesser Illusions (Open Essence, *SL*)
Long Voice (Arcane, *SUC*)
Magic Defense (Arcane, *SUC*)
Shapechanging Ways (Arcane, *RMCI*)
Wizardstaff (Wizard Base, *RMCV*)

When a wizard undergoes the Ritual of Ascension at 20th Level, he or she becomes known as a Supernatual Wizard. The Wizard's additional four spell lists can be chosen in the same manner as those for the Witch class (above).

Ward Miller

NATURAL AND ENCHANTED HERBS

The following herbs vary in potency from mundane additions to any spice rack to very desirable components in many alchemist's laboratories. This section is intended to give a Gamemaster more options when designing his world, but some may be too powerful for low powered campaigns. The chart follows the same format as 'Enchanted Herbs, Breads and Poisons,' from *ChLeCaL*.

Name	Code	Form/Prep	Cost	Effect
Antidotes				
Delegata	cC4	Leaf/Apply	7gp	AF1 L3. Antidote for sleep/stun/slow potions. Also effective versus similar spells but at level 5 potency.
Chenech	hH5	Mushroom/Ingest	6gp	AF0 L10. Antidote versus any ingested poisons if taken before 1/2 of the 'run time' has passed. Successful use causes poison to be harmlessly vomited away. Failure could result in suffocation.
Sorol	hT1	Stalk/Ingest	1gp	AF10 L1. Allows possibility of recovery from psychiatric disease.
Mofus	mD4	Root/Powder	17gp	AF14 L4. Antidote for alcohol and similar drugs.
Tonfus	hJ5	Leaf/Liquid	45gp	AF8 L2. Antidote for all poisons.
Ardiat	aS6	Flower/Apply	2gp	AF4 L7. Antidote for nerve poisons. Counters effects of magical paralysis (petrification and similar magics are included).
Bone Repair				
Strygont	cC4	Root/Liquid	20gp	AF10 L6. When taken within 24 hours of bone injury, gives an RR vs. injury to any bone. Only one RR per dose.
Pulsing	mF3	Reed/Liquid	10gp	AF5 L4. Repairs damage to any one ligament or tendon.
Porbon	tM2	Berry/Ingest	12gp	AF12 L8. Temporarily repairs damage to any bone(s) in one limb or area for 1-10 rounds.
Burn and Exposure				
Frica	aV6	Berry/Ingest	100	AF1 L12. Heals any future burn/fire damage at a rate of 4 hits per round and one critical per minute of severity ('A' critical - 1 min, 'B' - 2 min, etc.). Lasts 24 hours per dose.
Nubat	fG7	Berry/Ingest	100g	AF1 L12. As Frica, but for frost/cold/ice damage.
Nubia	hO8	Berry/Ingest	120g	AF3 L12. As Frica, but for water-induced criticals. Allows breathing under water.
Soundan	tU9	Root/Paste	200g	AF10 L10. As Frica, but for any damage from any earth alloy or material.
General Purpose				
Gorist	cD5	Fruit/Ingest	2 gp	AF4 Gives full effects of 8 hours of sleep in 1-10 minutes of rest.
Tyflon	mS3	Berry/Ingest	1sp	AF2 L4 Cures minor back aches and pains. Can be used by humans to remove the distracting effects of pain.
Statistic Modifiers				
Adrela	mD5	Sap/Ingest	20gp	AF10. Increases strength by 10 points for 24 hours. If doses are taken every day for a period of time, strength will increase by an additional point each day (Max +50 total bonus). Withdrawal if addicted results in a -5 Strength potential, -10 St, -10 MD, -10 Co (Temporary). Optionally, this will also affect exhaustion stat but will grant only 1/2 as many points to it.
Dextros	cC5	Leaf/Paste	10gp	Makes covered joints of the body more nimble and flexible. Grants +20 Ag (Or MD if applicable.) May allow an otherwise impossible Contortions roll.
Wilba	mM5	Root/Ingest	1gp	AF20 L7. Grants a focuses mind. Adds 25 to SD for 1d10 hours. Multiple doses are not cumulative.
Trebarat	tM8	Bark/Apply	4gp	AF1. Adds 10 (Dwarves 20) to DB of humanoids with AT/1 or 2.
Borlag	hJ4	Flower/Powder/Inhale	2gp	AF 20 Adds 20 to Quickness for 1 hour.
Plaranata	tC10	Leaf/Powder/Inhale	4gp	AF5 Adds 10 to any meditation roll (50 for elves). Results in being disoriented after meditation is complete for a time equal to 1/3 the time spent in meditation.
Mundane				
Loitiord	cS1	Root/Ingest	2cp	Causes tearing while cutting. Adds flavor of cooked meats. Halflings dislike it and suffer nausea for 1-10 hours.
Mucolat	mF2	Mushroom/Ingest	7gp	L10 Masks the flavor of any food including poisoned food. Food will taste different than if untreated, but not necessarily worse.
Alcolar	hF1	Leaf/Ingest	7sp	L4 Improves flavor incredibly of any vegetarian dish. Regardless of ingredients all those failing an Intuition roll decide food is superb.
Life Preserving				
Netaf	cM5	Leaf/Powder/Inhale	21gp	AF0 L10. Restores normal breathing to someone who for some reason has stopped. (Level 5 if spell caused the effects.)
Blood Repair				
Threa	tU3	Ooze/Apply	10gp	AF0 L10. Allows character who has recently stopped bleeding to maneuver normally without fear of reopening the wound.

William R. Bornander

MANUAL DEXTERITY (MD)

Agility (fluidity of motion; flexibility of body) and Manual Dexterity (ability with one's hands) are very different concepts, but are not treated as such in ***Rolemaster***. Who would expect the same stat that modifies the tumbles of a gymnast to modify the work of a fletcher? This distinction is attained with Manual Dexterity.

When characters are created, an extra roll is made and MD is assigned normally. For characters already in play, allow this choice:

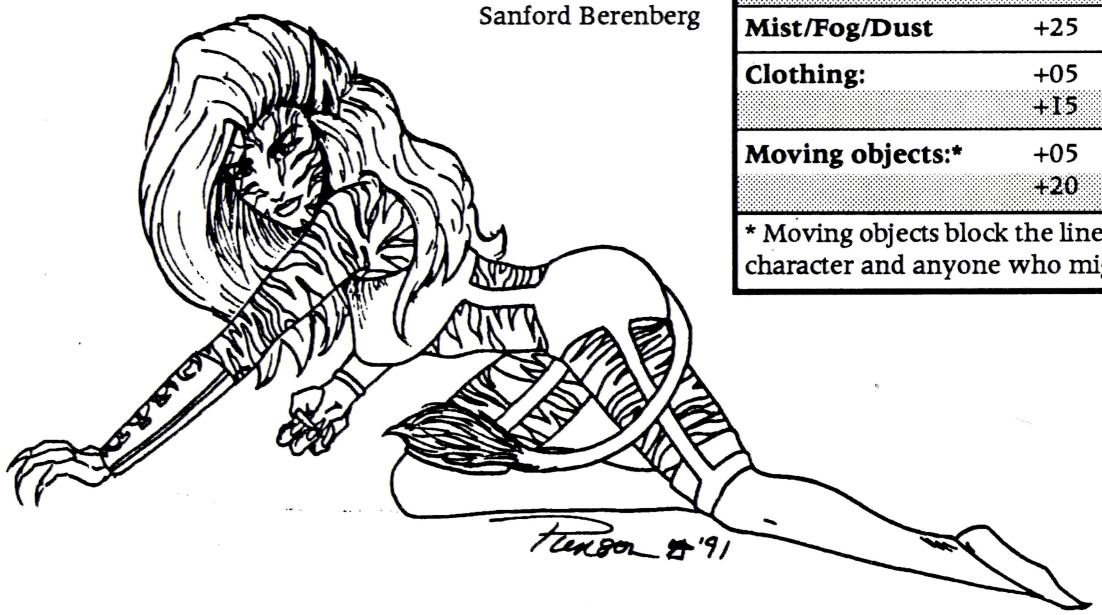
Option 1: Assign the existing agility stat and bonus to the MD statistic.

Option 2: Roll D100 twice, keeping the higher roll (potentials are rolled normally).

MANUAL DEXTERITY RACIAL MODIFIERS

	Ag	MD		Ag	MD
Common Man	—	—	Wood Elves	+10	+5
High Man	-5	+5	High Elves	+5	+10
Bear Tribes	—	+5	Fair Elves	+5	+5
Dark Tribes	—	+10	Grey Elves	+5	+10
North Men	—	+5	Dark Elves	+5	+10
Antic Men	—	+5	Aquatic Elves	+10	—
Mixed Men	—	—	Dwarves	-15	+20
Half Elf A	—	+10	Half Dwarves	—	+5
Half Elf B	+5	+10	Halflings	—	+20
Half Elf C	—	+5	Tallfellow	+5	+20
Half Elf D	—	+5	Stout	-10	+20
Half Elf E	+5	+10	Lesser Orcs	—	—
Half Elf F	—	+5	Greater Orcs	—	+5
Trolls	-10	+10	Half Orcs	—	—
Half Trolls	+5	+10	Half Ogres	—	—
Great Men	+5	+10			

Sanford Berenberg



OPTIONAL STALK AND HIDE MODIFIERS

A character who successfully Stalks or Hides can either sneak around unnoticed or remain unseen. The way he sneaks about and hides may also enhance or limit the effectiveness of performing this skill.

STALKING MODIFIERS:

Action	Mod	Notes
'Tip-Toe' Walking:	+10	Limit to 1/2 base move
Crouched Walk	+05	Limit to 2X base move
Crawl	+15	Must be lying down
Moving on:		
Soft Surface	+05	Grass, earth, etc.
Hard Surface	-05	Stone, wood, etc.
Unencumbered	+05	No Encumbrance penalty
Encumbered:	-10	-01 to -25 penalty
	-25	-26 to -50 penalty
	-50	-51 and up
Exhaustion:	-05	Down to 50% EP
	-15	Down to 20% EP
	-35	Down to 05% EP
	-75	Down to 01% EP

HIDING MODIFIERS:

Action	Mod	Notes
Large Object:	+10	Covers 25% of body
	+25	Covers 50% of body
	+45	Covers 75% of body
	+75	Covers 100% of body
Lighting:	-50	Bright light, midday
	+10	Dusk, dawn
	+35	Twilight, near night
	+75	Dark
Mist/Fog/Dust	+25	Obscured vision
Clothing:	+05	Camouflaging color
	+15	Matches surroundings
Moving objects:*	+05	Few other moving items
	+20	Many other moving items

* Moving objects block the line of sight between the hiding character and anyone who might see him.

Sanford Berenberg

Chronomancy

The Fine Art of Time Manipulation

Time present and time past
Are both perhaps present in time future,
And time future contained in time past...
Time past and time future
Allow but a little consciousness.
To be conscious is not to be in time
But only in time can
The moment in the rose-garden,
The moment in the arbour where the rain beat,
The moment in the
Draughty church at smokefall
Be remembered; involved with past and future.
Only through time time is conquered.

— T. S. Eliot, *Burnt Norton*

Chronomancy is the art of time manipulation. Chronomancy is in no way limited to time travel. Temporal alteration is usually the finessing of the Time-Space Continuum (TSC) so to cause minor effects. These include the speeding up of time flow about single object or being, forcing time to fold up upon itself around an object to make it seem as though it has vanished, and stepping onto another Time Frequency and thus a new world or universe.

One of the more important aspects of time manipulation is the fact that there are different universes that exist on a different progression of time. These are called *Time Frequencies.*

TIME FREQUENCIES (TF)

The TSC is our universe. It contains everything we know and see. It has four dimensions (length, width, depth and time). Of the four, only time is standard, the others being variables. Should this standard value change, then the other three dimensions would also change. With a new time progression, the rest of the universe changes with it.

Example: Take a triangle. Each of its three sides are of a specific length. Consider these the length, width and depth of the TSC. Each of the three sides can be of any size and there will usually still be a triangle formed.

Now consider time, the standard. Treat the lines themselves as time. No matter how long or short they are, they are still undeviating lines. If these straight lines were converted to errant scribbles, then the triangle would be no longer. The new form created would then be the new TF or universe.

Nothing about the new shape duplicates the triangle, thus the new TF is dissimilar to the originating world.

The standard time of our TSC is one second. This unit lasts for a specific amount of time. No matter how many seconds pass, each one endures for the same amount of time. On another TF, the standard unit of time is different. It lasts for a different amount of time (which still may be called a second, but it lasts for a different amount of time). This in itself may not seem a feasible description of time variance, but consider the rest of the universe based on this different flow of time.

Our TSC is based on the standard second. A different TF is based on a different criterion of time duration. The amount of variance between the TFs is irrelevant for the purposes of ***RM.***

NOTES ON TIME FREQUENCIES:

1. A character who travels to another TF, remains there for a week and then returns, will return one week later on his own TF. No matter how drastic a change there is in the standard of time, each flows in relative proportion to each other. (I.e., a character cannot go to another TF and remain there for five years studying and practicing magic and then return to their home TF a day after they left.)

Option 1: There may be a time variance between TFs, but the GM should be very careful about letting characters benefit from them. This is one way to easily offset a balanced campaign.

2. TFs are totally distinct and separate from each other. A character cannot normally make contact, or even be aware of, another TF without magic means. Thus a character who travels to another TF is completely safe from any non-magic attack from any other TF. Those who travel to another Time Frequency cannot be detected by any means other than the *Recognition* spell from the Time Distortions spell list.

3. Other TFs are usually inhabited and have their own complete universes. These are not other planes, but each TF may have its own conglomeration of planes in it.

Example: Consider our universe and all of the other planes of existence as the 'Multiverse'. Each TF has its own 'Multiverse'.

A GM who uses these rules can create all new worlds at his leisure. Since time is no longer following its natural course, these new worlds could be of almost any design. The laws of nature, physics and magic may all be quite unconventional, if existent at all.

4. Most of the Chronomancer's spells deal with the interaction between two different TFs. Depending how near he pulls them, and how he finesses them, different spell effects are created.

Example: Folding time upon itself to hide an object is basically pushing a small section of the TSC into another TF in relation to that object. Thus the object seems to vanish from this world.

Example: Jumping backwards in time is pulling two TFs against each other and forcing the relative time flows to bounce off each other causing a shift in time on both. The greater the 'time hop' is, either into the past or future, the greater zeal with which the caster is thrusting the two TFs together.

5. Spell failure with Chronomancer spells all carry a great burden. In addition to rolling spell failure, the caster receives a Time Critical as well, the severity depending on the degree of failure.

NORMAL SPELL FAILURE

Roll	Time Critical Received
02	A
01	B

EXTRAORDINARY SPELL FAILURE

Failure	Time Critical Received
01—05%	'A'
06—10%	'B'
11—20%	'C'
21—30%	'D'
31—50%	'E'
51—100%	'F'
101 and up	'G'

Messing around with time is not a wise practice for those who wish a nice, quiet, long life. With the above criterion, each character is entitled to one slip up (any more is just too dangerous).

TIME-SPACE CONTINUUM (TSC)

What is the Time-space continuum? Is it just a fancy collage of words meant to confuse everyone with less than a Ph.D. in Quantum Physics? Not really. Defining this term we have:

Space-Time Continuum (according to the Webster's New World Dictionary, Third College Edition): A four-dimensional continuum with four coordinates, the three dimensions of space and that of time, in which any event can be located.

Thus the TSC is all space throughout all time. A little more down to earth definition could be: All worlds, stars and places throughout all history, the present and into the future.

TIME: WHY AND HOW

It is not hard to conceive of length, width and depth of various items, places and indeed galaxies and universes. One might not be able to travel from one end of the Andromeda galaxy to the other in the same manner you could walk around a house, but each still has a specific length, width and depth. Now time and how or why it works does pose a problem. Looking deeper into this perception we find:

Time moves as we perceive it (i.e., we experience events, then remember them as they become the past). Why is this so? Consider the four dimensions of the TSC. If time were not to move and thus become zero, then we lose the fourth side to the square and the TSC as well. Therefore if time were to stop, length, width and depth of the universe would cease to change and remain a constant. In the case where time never existed, there could be length, width or depth.

So long as time flows, the three other dimensions can move, change and otherwise be what we experience them. This answers the why.

How time flows is a little more ambiguous, but not extremely difficult to understand. Remember, in a TSC, all four dimensions have properties all their own. The three dimensions of space (length, width and depth) each have features that label them as such. (True, these measurements are relative to the point of view they are witnessed, i.e., length could be width or depth if seen from a different perspective.) Now looking from a single vantage point, at the dimensions of space:

With only length, an item is a single line. Adding in width, the item exists as if it were a flat picture. Include depth, and there is a complete item that has volume. Each three dimensional item is, in itself, complete. These items cannot interact or otherwise affect each other in any way. This is where time comes in. With the interaction of objects, time flows.

Thus, without time, all items are static. They do not age, or change in any way for any reason, just as a two dimensional item has no volume, no matter how well detailed its planar perspective is. An item has volume by having three dimensions. The flow of time enables three dimensional objects to interact.

TIME PROGRESSION

This concept allows the explanation of time progression and how temporal (of or denoting time) warping affects it. Time progression is another fancy term. It simply means how time flows or works. In actuality, each campaign world may handle time progression differently. Therefore several methods are described.

Linear Time Progression: In this situation, time moves along in a single line. All past events directly affect all future events. It is this concept where actions in the past not only directly affect actions in the future, but change the all other facets of the universe to some varying degree.

Example: A character that travels back into time and sets fire to a barn, destroying all the livestock and food held within it. Since the barn was not supposed to be ruined, all those who ate food held there are affected. The animals that died could no longer perform the duties that would have done in the future. Now depending on who they helped, fed or clothed, each of those people are now affected. These people, now having part of their past changed, relate to the world differently, even if only slightly. This difference then passes out to the other people they deal with for the rest of their lives.

Thus the simple barn burning carries large and growing effects from direct consequence to indirect variations in others. Remember, in Linear Time Progression, one slight change in the past alters every related incident that occurs in the future.

Playing in this campaign universe, a character must be very careful about time manipulation. They must be certain of each of their actions. Since any temporal distortion will affect all the future to varying degrees, the character's own actions may, in turn, backfire on himself or his companions in the future.

Here the GM is able to clamp down on all time manipulation and keep it in check. Consequently, the Chronomancer is extremely careful of his dabblings with time.

Parallel Time Progression: Here, time is less rigid. Actions that alter the past may or may not have direct consequence on the future. Although temporal distortions of great magnitude will somehow affect the future (e.g., a character returning to the past and killing his own father before he was born would end his own existence upon the slaying).

(Note: using this same situation with Linear Time Progression, the character could return in time, but could not kill their father. Killing their father would cancel their existence, and since they would be canceled in the future, they could not return to the past to kill their father.)

Parallel Time Progression better allows for Chronomancers and the manipulation of time. The changes will not always cause catastrophic damage in the future, but can make for some serious problems. The main point of this form of time progression is that the GM decides what happens in relation to all time manipulation. It is suggested that when Chronomancy is used, that this form of time progression by employed as well.

Independent Time Progression: This situation dictates that each moment is a universe unto itself. Assume each second is a frame of a motion picture. Each frame is another second and independent from all other frames. Basically, whatever happens in one frame of time has no effect what-so-ever on any other frame.

In this form of time progression, Chronomancy can run amuck without destroying or undermining the rest of the TSC. The GM may opt to allow these frames to be 'linked' to each other and thus cause temporal distortions to have some remote effect on other frames. This degree of influence is entirely in the GM's hands.

Random Time Progression: This is a chaotic system at best. It uses the concept of frames from the Independent Time Progression above. The difference is that each frame does not follow in a specified order. The current second may be followed by a second that is one thousand years in the past. The second after this may be from the future and so on. The progression takes these random time frames and strings them together, so as to cause a steady flow in time.

To the majority of the universe, time would seem as it does normally (i.e., each second is followed by another, and so on). The Chronomancer and others who employ Chronomancy will have to research each and every second of time that is to be involved with their dabblings.

In Random Time Progression, randomly chosen frames are strung together. This random pattern is never duplicated. Thus if a character time traveled back in time, each second would be different from the first time he lived them. Instead of being where he started, he could end up in the far future (i.e., the character casts *Redo X* and goes back ten rounds. Unfortunately this round is not the same frame it was when it first came to pass. Add to this, the frames to follow are not the same that followed previously).

Example: *Five seconds of random time progression: ('+' indicates future; +10 years is ten years in the future. '-' indicates past; -5 years is five years in the past.)*

Original time progression: Second 1 (+4 months); 2 (-1,000 years); 3 (-245 years); 4 (+12 years); 5 (-12,000 years).

Caster uses the Redo V *spell and follows this time progression: Second 1 (-12 years); 2 (+123 days); 3 (+124,567 years); 4 (-155 eons); 5 (+5 days).*

Now the caster is trapped on a different time flow, and thus a different universe itself. He must know the specific time flow to return to his time (i.e., he must have researched what frames came in what order). Since each frame is only used once, he only need find one that occurred relatively recently in relation to when he originally manipulated time.

Sanford Berenberg

CHRONOMANCER

The Chronomancer is a hybrid spell user of Essence and Channeling who specializes in the manipulation of time. Though this profession does not generally deal with 'time hopping', practitioners do make minor, non-permanent, alterations in the 'Time-Space Continuum'. The Chronomancer manipulates time to create various different effects. Look over their spell lists to gain a better understanding of what types of abilities they have.

The Chronomancer is potentially quite powerful, and is not suited for all campaigns. Use of this profession should be sparse.

The Chronomancer is a variant of the *Astral Traveller* profession.

CHRONOMANCER BASE SPELL LISTS:

Time Law (Arcane, *RMCV*)
Time's Master (Arcane, *RMCV*)
Space-Time (Arcane, *RMCV*)
Time's Distortion
Temporal Manipulation
Chronomancy

Weapon Skills: 9,20,20,20,20,20

Maneuver in Armor:		**Magical Skills:**	
Soft Leather	7	Spell Lists	1/*
Rigid Leather	8	Runes	2/4
Chain	11	Staves & Wands	2/4
Plate	13	Channeling	7
		Directed Spells	2/6
Special Skills:		**General Skills:**	
Ambush	6	Climbing	7
Linguistics	1/*	Swimming	4
Adrenal Moves	6	Riding	3
Adrenal Defense	20	Disarm Traps	10
Martial Arts	8	Pick Locks	10
Body Development	7	Stalk & Hide	5
Perception	1/2		

Other Skills: Refer to Development Point costs given below for those skills unique to the Chronomancer profession All other skill costs are identical to the Astral Traveller's development point costs.

Prime Requisites: Re/In.

Academic Skills:		**Perception Skills:**	
Astronomy	1/4	Direction Sense	1/3
Basic Mathematics	1/2	Sense Reality Warp	1/2
Planetology	1/4	Surveillance	1/4
Star Gazing	1/3	Time Sense	2/*

Level Bonuses:			
Academic Skills	+2	Perception Skills	+3
Base Spell Casting	+2	Magical Skills	+3

TIME'S DISTORTION

CHRONOMANCER BASE

Note: *If used in a campaign in which the Elemental Companion is used, all the following spells are considered elemental spells for the purposes of spell class.*

	Area of Effect	Duration	Range
1—Recognition	10'R	C	self
2—Projection	10'R	1 rnd/lvl 5'/lvl	
3—			
4—Time's Distortion	10'R	1 rnd 5'/lvl	
5—Recognition II	10'R	C	self
6—			
7—Projection II	50'R	1 min/lvl 5'/lvl	
8—Time's Distortion II	10'R	1 rnd	5'/lvl
9—Time's Void	1 target	V	100'
10—Phasing	self	1 rnd/lvl	self
11—Time's Healing	10'R	1 rnd/lvl	10'R
12—Time's Distortion III	10'R	3 rds	5'/lvl
13—Recognition III	50'R	C	10'/lvl
14—Time's Void II	1 target	V	100'
15—Phasing II	self	1 rnd/lvl	self
16—Projection III	100'R	1 min/lvl 10'/lvl	
17—			
18—Time's Healing II	10'R	C	5'/lvl
19—Phase Strike	1 target	1 rnd/lvl touch	
20—Time's Distortion X	10'R	10 rds	10'/lvl
25—Phasing III	self	1 rnd/lvl	self
30—Lord Time's Healing	100'R	C	10'/lvl
40—Time's Void III	1 target	V	100'
45—Lord Phasing	self	1 min/lvl	self
50—Lord Time's Distortion	5'/lvl	1 min/lvl 10'/lvl	
60—Time's Healing True	1000'R	1 min/lvl 10'/lvl	
75—Time's Void True	1 target	P	100'
90—Time's Distortion True	10'/lvl	1 hr/lvl	100'
100—Phasing True	self	1 hour/lvl	self

1—Recognition (I) The caster determines the soundness of the Time-Space Continuum within the spell area. He finds if any distortions exist, though not what they are. Any disruptions of the normal flow of time are also noted.

2—Projection (I) Caster determines the projected time of an object's arrival at a specified location from its present course (e.g., a rock falling from a cliff will hit the ground in exactly 3.25 rounds).

4—Time's Distortion (F) Any single object's motion can be slowed by one round. Note the rate of movement is not affected, only the time it takes to make the journey (e.g., a bolt shot from a crossbow at a range of twenty feet strikes that round, with a +30 range modification. When a *Time's Distortion* spell is cast on the bolt, it is delayed by one round, but the +30 range modification still applies). Living beings and magic objects get RRs.

5—Recognition II (I) As *Recognition*, but caster determines the cause of the temporal disturbance. (If a spell caused the effect, then the caster learns what spell was used.)

7—Projection II (I) As Projection, except for area of effect and duration.

8—Time's Distortion II (F) As *Time's Distortion*, except object or being can either be slowed or sped up by one round (i.e., the activity requires and extra round or one round less). Note an action that takes less than one round to perform will occur instantaneously. No matter how powerful a *Time's Distortion* spell is used, no even can take negative time to perform (i.e., be completed before the action even started).

9—Time's Void (F) As *Time's Distortion*, except a target is kept out of time for 1d10 rounds (i.e., target ceases to operate and remains perfectly still for the duration of the spell. Target is not able to interact with the world, either physically or mentally. He can be affected by time altering spells, but is immune to all other attacks).

10—Phasing (F) Caster focuses his magic to shift the procession of time about him. With this alteration, he enters a different Time Frequency (TF). In effect, he becomes invisible to the inhabitants of the world and they to him. The caster is not able to operate on either his home world or the new TF he entered. To any being on the new TF, the caster would appear as a silhouette. While *Phased*, the caster cannot be touched or otherwise affected by anyone from his own TF, except by time manipulative spells such as *Time's Healing*.

11—Time's Healing (H) Caster repairs a single temporal distortion within the area of the spell. If the time aberration is another spell, it makes a RR. Failure indicates the canceling of the spell. So long as the spell continues, all distortions must resist. Those that make their resistance must make another RR for each round the *Time's Healing* spell is active.

12—Time's Distortion III (F) As *Time's Distortion II*, except the effects are up to three rounds.

13—Recognition III (I) As *Recognition*, only caster senses who or what initiated the temporal disturbance, if they are in the area of effect of the spell. It they are not, the caster picks up any peripheral details of the source which remain (treat as Visions, *RMCI* Skill at Magic background options table). The caster is also aware of how long the distortion lasted and what realm of magic, if any, powered it.

14—Time's Void II (F) As *Time's Void*, but the target is held for 1d10 minutes.

15—Phasing II (F) As *Phasing*, except caster can interact with the beings on the new TF.

16—Projection III (I) As *Projection*, except the position of any object or being is determinable at any point along their trajectory or path, from start to finish (so long as these are within the spell's area of effect).

18—Time's Healing II (H) As *Time's Healing*, except the duration is as long as the caster concentrates. This spell still only affects one temporal distortion at a time.

19—Phase Strike (F) As *Phasing*, except the caster targets another being to be sent to another TF. Failing their RR this target cannot interact with either TF for the duration of the spell.

20—Time Distortion X (F) As *Time's Distortion*, except for number of rounds of effect.

25—Phasing III (F) As *Phasing*, except caster can communicate with beings from their own TF as well as interact with those on the new TF. He still cannot operate on his original world.

30—Lord Time's Healing (H) As *Time's Healing*, only caster can affect up to five different distortions per round.

40—Time's Void III (F) As *Time's Void*, but the target is held for 1d10 hours.

45—Lord Phasing (F) As *Phasing III*, except caster may now interact with his own TF through the use of spells or any non-physical means. Note the caster is still immune to any attacks from his home TF save time affecting spells.

50—Lord Time's Distortion (F) As *Time's Distortion*, although caster can affect a single target or being by twenty rounds. Note an action that takes less than one round to perform will occur instantaneously. No matter how powerful a *Time's Distortion* spell is used, no event can take negative time to perform (i.e., be completed before the action even started).

60—Time's Healing True (H) As *Time's Healing*, except for area of effect and duration.

75—Time's Void True (F) As *Time's Void*, except the target is frozen permanently or until the spell is canceled or the caster dies.

90—Time's Distortion True (F) As *Time's Distortion*, except for duration. Note that having a day's time added or subtracted from the time needed to perform an action may seem menial for a ninetieth level spell, but carefully think this out. This spell is quite powerful (i.e., instantaneous magic rituals, etc.).

100—Phasing True (F) As *Phasing III*, except the caster can fully interact with both TF, both physically and otherwise, although he must decide what action is to take place on what TF.

TEMPORAL MANIPULATION

CHRONOMANCER BASE

	Area of Effect	Duration	Range
1—			
2—Time Jump I	self	special	self
3—			
4—Temporal Overlay	1 item	1 min/lvl	self
5—Time Jump II	self	special	self
6—			
7—Temporal Overlay II	self	1 min/lvl	self
8—Jump Delay	spell	–	self
9—Time Jump III	self	special	self
10—Time Interaction	self	special	self
11—Redo I*	self	special	self
12—			
13—Time Jump V	self	special	self
14—			
15—Redo III*	self	special	self
16—Redo Reversal	spell	special	self
17—Time Interaction III	self	special	self
18—Jump Delay True	spell	-	self
19—Time Jump X	self	special	self
20—Redo V*	self	special	self
25—Time Interaction IV	self	special	self
30—Lord Time Jump	self	special	self
35—Redo X*	self	special	self
40—Time Interaction V	self	special	self
45—Time Jump True	self	special	self
50—Lord Redo*	self	special	self
60—Time Interaction VI	self	special	self
70—Time Interaction VII	self	special	self
80—Redo True*	self	special	self
100—Time Interaction X	self	special	self
125—Lord Time Interaction	self	special	self
150—Time Interaction True	self	special	self

2—Time Jump I (F) Caster slows down the TSC (Time-Space Continuum) in reference to himself. The spell allows the caster to operate at twice normal speed. He may perform two rounds of action within a single round. Note that with any *Redo* spell the caster still can only cast one spell during this time.

4—Temporal Overlay (F) The caster forces an item to shift in reference to the TSC, causing it to appear as if it were in two places at one time.

5—Time Jump II (F) As *Time Jump*, but caster can perform three rounds of action in a single round.

7—Temporal Overlay II (F) As *Temporal Overlay*, except caster causes himself to appear in two places at one time.

8—Jump Delay (Ps) The caster delays his next *Time Jump* spell, cast within the next three rounds, for up to one round per level (i.e., this spell is cast first, then a *Time Jump*. Instead of the *Time Jump* occurring immediately, it is paused for up to one round per level of the caster).

9—Time Jump III (F) As *Time Jump*, except caster performs four rounds of action within a single round.

10—Time Interaction (Fs) This spell only works in conjunction with any *Time Jump* spell. With the use of this spell, the caster may cast two spells within the period of a *Time Jump*. (Note the caster is actually casting three spells, first the Time Interaction and then the two other spells of his choosing.) Due to spell mechanics, *Time Interaction* is usable only in a *Time Jump II* or better spell (i.e., three rounds of action within a single round). In this case each of the three spells is treated as a Class I spell. Note that a character using *Time Interaction* to cast three spells in three rounds does not eliminate accrued penalties for casting spells that quickly.

11—Redo (F*) Caster reverses the flow of time about his person. The amount of reversed flows allows him to move backwards one quarter of a round in time. Thus he can re-enact the last round. Due to the nature of this spell, the caster only has to cast *Redo* once. When the round that this spell was cast arrives again, he does not have to recast the spell.

Example Jargron the Black casts a *Redo* on round five of a melee. The effect of the spell is to return him to round four of the melee, allowing him to redo the round. When round five comes about again, Jargron does not have to recast the *Redo*.

13—Time Jump V (F) As *Time Jump*, except the caster can perform five rounds of action in a single round.

15—Redo III (F) As *Redo*, except the last three rounds may be re-enacted.

16—Redo Reversal (P) The caster reverses the effect of the next *Redo* spell cast within three rounds of the *Redo Reversal*. That *Redo* spell causes the caster to move forward in time instead of backwards. In the rounds that are skipped, the caster vanishes, to reappear in the round to which the reversed Redo sent him.

17—Time Interaction III (Fs) As *Time Interaction*, except the caster may use four spells in a single round (*Time Interaction III* and three other spells).

18—Jump Delay True (Ps) As *Jump Delay*, except the caster may delay his next *Time Jump* spell, cast within three rounds, for up to one minute per level.

19—Time Jump X (F) As *Time Jump*, but caster can perform ten rounds of action within a single round.

20—Redo V (F) As *Redo*, except the caster may re-enact the last five rounds.

25—Time Interaction IV (Fs) As *Time Interaction*, except the caster can employ five spells in a single round (including *Time Interaction IV*).

30—Lord Time Jump (F) As *Time Jump*, except can perform twenty rounds of actions within a single round.

35—Redo X (F) As *Redo*, but the caster re-enact the last ten rounds.

40—Time Interaction V (Fs) As *Time Interaction*, save the character can cast six spells in a single round (including *Time Interaction V*).

45—Time Jump True (F) As *Time Jump*, except the character can perform fifty rounds of action within a single round.

50—Lord Redo (F) As *Redo*, except caster may re-enact the last twenty rounds.

60—Time Interaction VI (Fs) As *Time Interaction*, but the character can cast seven spells within a single round (including *Time Interaction VI*).

70—Time Interaction VII (Fs) As *Time Interaction*, save the character can cast eight spells within a single round (including *Time Interaction VII*).

80—Redo True (F) As *Redo*, but caster may re-enact the last fifty rounds.

100—Time Interaction X (Fs) As *Time Interaction*, although the character can cast eleven spells within a single round (including *Time Interaction X*).

125—Lord Time Interaction (Fs) As *Time Interaction*, except the character can cast twenty-one spells in a single round (including *Lord Time Interaction*).

150—Time Interaction True (Fs) As *Time Interaction*, except the character can cast fifty-one spells in a single round (including *Time Interaction True*).

CHRONOMANCY

CHRONOMANCER BASE

	Area of Effect	Duration	Range
1—Time Freeze	1 item	special	10′
2—Time Strike	10′R	–	50′
3—Time Lock	1cu′/lvl	1 min/lvl	10′
4—			
5—Time Reverberation	1 item	1 min/lvl	touch
6—Time Strike II	10′R	–	50′
7—Time Alteration	10′R	special	100′
8—Time Lock II	1cu′/lvl	10 min/lvl	10′
9—Time Strike III	10′R	–	50′
10—Time Aide	1 item	24 hours	touch
11—Time Reverberation II	1 item	1 min/lvl	touch
12—Time Alteration II	10′R	special	100′
13—Time Strike V	10′	–	50′
14—Time Lock III	1cu′/lvl	1 hr/lvl	10′
15—Time Aide II	5′R	24 hr	10′
16—			
17—Time Alteration III	10′R	special	100′
18—Time Strike X	10′R	–	50′
19—Time Reverberation III	1 item	1 min/lvl	touch
20—Time Room	20′x20′x20′	1 hr/lvl	10′
25—Lord Time Strike	10′R	–	50′
30—Time Alteration IV	10′R	special	100′
35—Time Reverberation V	1 item	1 min/lvl	touch
40—Lord Time Lock	1cu′/lvl	1 day/lvl	10′
45—Time Alteration V	10′R	special	100′
50—Time Manor	150′x150′x150′	1 day/lvl	100′
60—Time Strike True	10′R	–	50′
70—Time Reverb. True	1 item	1 min/lvl	touch
80—Lord Time Alteration	10′R	special	100′
90—Time Lock True	1cu′/lvl	1 month/lvl	10′
100—Time City	1mi x 1mi x 1mi	1 day/lvl	1000′
125—Time Alteration True	10′R	special	100′
150—Time Country	100mi² x 1mi	1 month/lvl	1 mile

1—Time Freeze (F) This spell allows a character to freeze an item in time. Until this spell is released, the item ceases to exist in the TSC (Time-Space Continuum). The size limitation is one pound per level or seven cubic feet per level (e.g., a seventh level Chronomancer could *Time Freeze* an item weighing up to seven pounds or up to one cubic foot in volume). Magic items receive a RR. This spell works exceptionally well with the Time Reverberation spells found on this list.

2—Time Strike (F) This is cast upon either a weapon or attack spell. The *Time Strike* allows for the creation of a temporal distortion about either of these. The effect is increasing the weapon's or spell's effectiveness through surprise value. The bonus gained is +5 to either OB or BAR. For example, if cast upon a sword, it seems blurred, thus giving it a +5 to the attacker's OB. When cast upon an elemental bolt spell, its BAR increases by +5.

3—Time Lock (F) Caster folds time over itself about a specific area no larger than one cubic foot per level. The fold hides this area for the duration of the spell. Thus doors, sections of walls and personal items can be hidden. The concealed item is actually taken from the

TSC and forced into another (see Time Frequencies). The duration of the *Time Lock* is one minute per level of the caster. During this time, the spell removes the concealed item from this TSC. It cannot be touched, seen or detected by normal means. A successful Sense Reality Warp skill roll reveals the temporal fold, though not what is hidden. Upon this success, a *Time Sense* skill roll can be made. If effective, a character can see what is hidden. In this case, the item still cannot be touched or otherwise detected.

5—Time Reverberation (F) This spell creates a parallel time continuum about, cast a single object, allowing a second item (totally identical in every way, shape, and form) to appear. The new object remains for one round per level of the caster. The size of the item can be no larger than one pound per level of the character. Note that destroying either the original or duplicate objects will in no way affect the other. Magic objects receive RRs. Failure indicates a duplicate has been temporarily created, but it is devoid of any magic. This spell does not work on living beings.

6—Time Strike II (F) As *Time Strike*, except the bonus is +10.

7—Time Alteration (F) This spell alters the amount of time an action takes to run its course, or the duration of a spell or magic effect (from either an item or innate ability). All magic, both items and spells, receive RRs. For example, a candle that normally burns for one hour, with the use of *Time Alteration*, can last up to five days. A spell that lasts for twenty rounds, with the use of *Time Alteration*, can last only one round. Note that the time change can be either to lengthen or shorten an action or spell. In lengthening the effect, the caster stretches the fabric of the TSC in relation to the action or spell. If in shortening the duration is reduced to zero, the action or spell reacts as if instantaneous. The caster forces the action or spell into another TF for the duration of the *Time Alteration* spell. In effect, it is trapped in a small portion of our TF that has been forced through the wall of the TSC. If the period is reduced below zero, the action or spell stops immediately. For example, a magically conjured rainstorm that lasts three hours is reduced in duration by four hours, and will stop immediately. Any spell whose duration is 'C' is immune to the effects of *Time Alteration*. The amount of effect of the *Time Alteration* spell is one round (i.e., a round may be added or subtracted to the amount of time for an action or spell).

8—Time Lock II (F) As *Time Lock*, except for duration.

9—Time Strike III (F) As *Time Strike*, except the bonus is +15.

10—Time Aide (F) The caster takes an object (up to one pound or cubic foot per level of caster) and places it into a concealed space within a different TF. This spell is different from *Time Lock*, in that the item is completely in a *different* TF, and not wrapped within the originating frequency that has been forced into another TF. Assume a small portal has been opened to another TF and the item placed through it.

The item is hidden for a complete 24 hours. It cannot be seen, felt or otherwise detected without the aide of the proper spells. Note that if a *Time Heal* spell is active in the area where the item was placed into the other TF, it must make an RR or return to this world (Time Frequency). Since the item is actually in a different TF, it can be seen and touched by beings dwelling there. Assume there is a 5% chance that one of these denizens finds the item and takes it.

11—Time Reverberation II (F) As *Time Reverberation*, although the caster can create two duplicates.

12—Time Alteration II (F) As *Time Alteration*, except the temporal change is up to one minute per level of caster.

13—Time Strike V (F) As *Time Strike*, except the bonus it +25.

14—Time Lock III (F) As *Time Lock*, except for duration.

15—Time Aide II (F) As *Time Aide*, but the caster can send all items and beings within a five foot radius to another TF for up to twenty-four hours. This area is completely open to the other realm. Anyone or thing could simply enter or leave that Time Frequency.

Assume there is a 5-10% chance of this occurring. The more powerful the items or beings brought to the new TF, the greater the chance of being noticed (GM's discretion). Note that with *Time Aide II*, any beings who are outside the area of the spell's effect after its duration is spent are left behind as the space returns to its home TF. Some Chronomancers use this spell instead of a dungeon.

17—Time Alteration III (F) As *Time Alteration*, except the time change is up to ten minutes per level of caster.

18—Time Strike X (F) As *Time Strike*, except the bonus is +50.

19—Time Reverberation III (F) As *Time Reverberation*, except the caster creates three duplicates.

20—Time Room (F) As *Time Aide II*, except there are definite barriers along the perimeter of the spells area of effect. Treat these as walls with a ceiling and a floor. A single 'door' exists in one of the walls. If this portal is passed, the characters enter wholly into the other TF. Beings from either realm cannot pass through the walls of the room without attacking and defeating the spell (i.e., the spell fails its RR).

25—Lord Time Strike (F) As *Time Strike*, except the bonus is +100.

30—Time Alteration IV (F) As *Time Alteration*, except the change is up to one hour per level of the caster.

35—Time Reverberation V (F) As *Time Reverberation*, except the caster creates five duplicate objects.

40—Lord Time Lock (F) As *Time Lock*, except for duration.

45—Time Alteration V (F) As *Time Alteration*, except the time change is one day per level of the caster.

50—Time Manor (F) As *Time Room*, except the caster may take an entire building (within the limits of the spell) to another TF. If the caster chooses, he may model empty space as if it were a manor (i.e., he decides where the walls, doors and windows are). In this case, all the objects and beings in this realm who are standing in open space will appear somewhere in a large manor in the other TF.

60—Time Strike True (F) As *Time Strike*, save the bonus is +250.

70—Time Reverberation True (F) As *Time Reverberation*, although the caster can produce one duplicate per level of experience.

80—Lord Time Alteration (F) As *Time Alteration*, except the time change is one month per level of caster.

90—Time Lock True (F) As *Time Lock* save for duration.

100—Time City (F) As *Time Room*, except the caster brings an entire city (within size limits of the spell) into another TF. Each building, object and being get RRs versus being dragged along. Those that resist remain behind. Instead of rolling hundreds of RRs for every item and being in the city, roll one RR for each ten or fifty objects or beings.

125—Time Alteration True (F) As *Time Alteration*, except the time change is up to one year per level of caster.

150—Time Country (F) As *Time Room*, save the area pulled into another TF is one hundred miles by one hundred miles by one mile. In this case, make RRs for each hundred or thousand items or beings within the area of effect of the spell.

Sanford Berenberg

INTANGIBLE WAYS

SPECIAL

Notes: *Intangibility is not invisibility—it is the state of being real but nearly without mass. The form is still quite visible, and able to interact with the material world on a limited basis. The inherent space in material is 2000 times greater than the inherent mass. The spells on this list allow the excess space in everything to become the dominant factor for the duration of the spell. In the case of the* Shunt *spell, the tangible material is not switched, but actually sent to another place.*

An Intangible person does not possess the ability to force his intangible self through another material. Even if both materials are "Intangible", they will not pass through each other without side effects. Such foolishness usually results in the two intangible's molecules becoming mixed up, and when the spell's duration is up, they have exchanged 1d100 percent of their mass. On a roll of "100", the character is perfectly preserved as a statue of the other material. On a roll of "01", the character survives, but has 3d10 percent of his body permanently changed to the other material. Any other result indicates a stupid and painful death. Any items contained within the target's aura go with him. This particular list focuses on the Animate to the absolute exclusion of the Inanimate (except things small enough to be encompassed by the target's aura. A person using this list to become intangible will not even be able to move across the ground much less move through objects. Intangible Ways is available to various Mentalism/Channeling hybrid professions.

As you read the spells, visualize them. Describing the effects to the players may be half the fun.

	Area of Effect	Duration	Range
1—Waver I	self	1 rnd/lvl	self
2—Intangible I	self	1 min	self
3—Waver II	self	1 rnd/lvl	self
4—Fade I	1 target	1 min	100'
5—Intangible II	self	10 min	self
6—Waver III	self	1 rnd/lvl	self
7—Fade II	1 target	10 min	100'
8—Waver IV	self	1 rnd/lvl	self
9—Intangible III	self	1 min	self
10—Mental Immunity	1 target	V	100'
11—Fade III	2 targets	1 min	100'
12—Flux	1 target	V	100'
13—Intangible IV	self	1 min	self
14—Fade IV	2 targets	10 min	100'
15—Disperse I	1 target	6 hr+1hr/10%	100'
16—Waver True	1 target	1 min/lvl	10'
17—Call Shunt	1 target	–	100'
18—Intangible True	self	10 min	self
19—Affect Physical	1 target	V	100'
20—Fade True	1 target	10 min	100'
25—Disperse II	1 target	12 hr+1 hr/5%	100'
30—Shunt	1 target	V/20 min	100'
50—Scatter	1 target	P	100'

1—Waver I (F) Target's body "softens", and random shifting parts are momentarily "thinned". This causes reduced effects of physical damage, allowing the target to add +10 to his DB.

2—Intangible I (F) Target becomes intangible and cannot affect the solid world. Can not hit, be hit, or cast spells. Target may receive or be attacked by any spell that affects the mind (or consciousness) or senses—i.e., he can still be fooled by an illusion, smell a poison, etc., but all perceptions are at -25.

3—Waver II (F) As *Waver I,* except the effect is more pronounced and the DB is +25.

4—Fade I (F) As *Intangible I,* except that a target other than the caster may be chosen at a range of 100'.

5—Intangible II (F) As *Intangible I,* except for duration.

6—Waver III (F) As *Waver II,* except that the attack has a 25% chance of catching the character in "mid-waver" and passing completely through the character without affecting him at all. Target can attack normally.

7—Fade II (F) As *Fade I,* except for duration.

8—Waver IV (F) As *Waver III,* except the chance increases to 50%.

9—Intangible III (F) As *Intangible I,* except that Mentalism spells may be cast.

10—Mental Immunity (F) This spell may be cast before a *Fade* spell or either before or after the caster becomes Intangible. It spreads the consciousness of the caster thinner than the normal spells, to the point that even the mind and the senses are unaffected by spells. The caster is at -75 to perception skills and can not cast any more spells for the duration of this spell. If the spell is *Dispelled* or in some way canceled before it's duration is reached, the caster suffers the effects of a *Disperse II.* Its duration is equal to that of the spell it precedes. This spell may not be cast by itself, for it would be very dangerous for mind to be spread out while leaving the body behind (GM may devise something devious). This prevents the use of all mental powers, including Psions and Psychic powers.

11—Fade III (F) As *Fade I,* except that two targets can be affected.

12—Flux (F) Cast before any *Intangible* or *Fade* spell, this spell allows the target to move in and out of intangibility at will, for the duration of the spell. Target may spend no less than one full round in each state. The duration of the *Flux* spell is the same as the spell it affects.

13—Intangible IV (F) As *Intangible I,* except that Channeling, Essence, and Arcane spells may be used.

14—Fade IV (F) As *Fade II,* except that two targets can be affected.

15—Disperse I (F) Target must resist or have a randomly determined 10% of his body temporarily dispersed. Dispersal lasts for 6 hours plus 1 hour per 10% failure. The rest of the body will continue to function normally (as normally as possible), but without the immediate use of the dispersed region. Determine the region by assigning 10% to each upper leg, 10% to each lower leg, 10% to each arm, 10% to the chest, 10% to the groin, 10% to the abdomen, and 10% to the head. This spell in no way interferes with the body's functions, and the target is at no risk other than that he may pose to himself. The molecules are still performing their functions, but not in an immediate, concentrated area. They are bound together by the consciousness (or the soul), which this spell does not affect. If the head is dispersed, the penalty to perception skills is -200, and goes down by -25 for each additional hour of failure. The penalty is reduced by +25 per hour, so the target will still be at -50 the round before the head finally, fully reforms.

16—Waver True (F) As *Waver IV,* except that the caster can affect any one target, and the duration is 1 minute per level.

17—Call Shunt (I) Allows the caster to attune the *Shunt* spell to a random plane (GM's roll or choice). Caster can sense the type of plane and environment, but nothing else. This spell will remained locked on one plane for 12 hours, even if cast from the plane shunted to (it would indicate the same plane and the same position on that plane). This spell also gives the caster (or target) control of his consciousness when the *Shunt* spell is cast, and no "wandering rolls" are required.

18—Intangible True (F) As *Intangible IV,* except for duration.

19—Affect Physical (F) This spell may be cast before a *Fade* spell or either before or after the caster becomes Intangible. The target may focus his consciousness while remaining intangible, and may either melee at -50 or interact with half (1/2) his total applicable skill (includes static maneuvers, moving maneuvers, and anything else the GM feels could be affected by an insubstantial being). Duration is that of the other spell.

20—Fade True (F) RR Mod: -20 As *Fade II,* except that the target is sent naked, and all items, clothes, and weapons fall to the ground.

25—Disperse II (F) All of the target's component atoms are dispersed. Their mind, however, is not completely dispersed, and reforms the body in 12 hours, plus one hour for each 5% RR failure (i.e., if the target fails by 30, the body will reform in 18 hours). Items within the target's aura must also resist or *permanently* disperse.

30—Shunt (F) Cast before a lower *Intangible* or *Fade* spell, it makes the immediately following spell function as a Type 1 spell, and instead of merely utilizing the empty space available in the target's atoms, it sends the extra space to another plane, where the target, at will, may send his or her consciousness and may, at will, complete the shunt by re-joining the atoms on the other plane. This is a very dangerous spell, for only if the caster has cast *Call Shunt* previous to this will he know the plane of the shunt. A target other than the caster will have no idea of the plane and may accidentally shunt there. A target without the focus of the *Call Shunt* spell must make a Hard static maneuver, modified by SD, every 3 rounds, to keep the consciousness from wandering back and forth between the two bodies. If the character fails this roll, he will not only be unable to concentrate on anything or perform any skills, he will have a 20% chance per round of accidentally thinking the rest of his body to the other plane. If the target maintains control, this spell merely functions as a high level *Fade II* of 2x duration. Note that other-dimensional inhabitants don't usually care to have strangers materializing out of nowhere. The character may also be ill-prepared for the environmental differences.

50—Scatter (F) As *Disperse II,* except the duration is permanent even for intelligent creatures. The molecules are *not* coming back together.

Randall G. Kuipers

SPY

A Spy is a non-spell user who concentrates in infiltration and social skills. Spies usually work for governments or specific intelligence-gathering organizations. A Spy usually does not wear armor unless he is in disguise.

The Spy is a variant of the *Assassin* profession.

Weapon Skills: 2/5, 2/7, 3/9, 4, 6, 8

Maneuvering in Armor:		**Magical Skills:**	
Soft Leather	1/*	Spell Lists	10
Rigid Leather	2/*	Runes	6
Chain	3/*	Staves and Wands	8
Plate	4/*	Channeling	20
		Directed Spells	20
Special Skills:		**General Skills:**	
Ambush	1/3	Climbing	1/5
Linguistics	1/*	Swimming	2/5
Adrenal Moves	2/5	Riding	1/5
Adrenal Defense	10	Disarm Traps	2/4
Martial Arts	2/7	Pick Locks	2/4
Body Development	2/7	Stalk/Hide	1/3
		Perception	1/3

Other Skills: Refer to Development Point costs given below for those skills unique to the Spy Profession. All other skill costs are identical to the Rogue's development point cost.

Prime Requisites: Pr/Ag

Academic Skills:		**Athletic Skills:**	
Administration	1/3	Rappelling	2/5
Heraldry	1/3	Dance	1/5
Concentration Skills:		**Deadly Skills:**	
Mnemonics	2/4	Use/Remove Poison	1/5
SLA	2/5		
		Medical Skills:	
Social Skills:		Diagnostics	2/5
Diplomacy	1/3	Hypnosis	2/5
Duping	1/4		
Gambling	1/3	**Perception Skills:**	
Leadership	1/4	Lie perception	1/4
Seduction	1/3		
Interrogation	1/3	**Subterfuge Skills:**	
		Bribery	1/3
Survival Skills:		Disguise	1/3
Region Lore	1/4	Falsification	1/4

Level Bonuses:			
Arms Law Combat	+1	Athletic Skills	+1
Body Development	+1	Perception Skills	+2
Social Skills	+3	Subterfuge Skills	+2

Gary Anastasio

THE TAROT OF MANY TEACHINGS

LIVING TAROT IN A FANTASY CAMPAIGN: PART II

The torchlight flickered off a scattered array of stalactites and stalagmites as the party stepped out of the rough-hewn tunnel to enter the gaping cavern. Only a large pool of water, fed by a stream extending out of the far wall, interrupted the panorama of endless, jutting stone. "Let's go back," suggested A'mu. "There's nothing here but a dead end."

"Wait," exclaimed Blackfoot. He pointed toward the pool. "What's that over there?"

The rest of group moved slightly farther into the cave, looking quizzically in the direction indicated by the Rogue. There, to one side of the pool, sat a large stalagmite, shorn off at the top to form a sort of crude altar. A small, rectangular object could be vaguely seen resting on the level surface.

It was A'mu who voiced what all were thinking. "There's something there, all right," he remarked, "but it doesn't look very big. It might just be a chunk of debris."

The other party members looked at Sagan, awaiting the large Scholar's advice to either approach or leave. Sagan gave a tacit nod, and the group began to move toward the water.

When they had come within about ten feet of the makeshift altar, Blackfoot stopped and snorted. "Why, it's just a silly deck of cards!"

As usual, curiosity got the better of Sagan, and the Scholar continued to approach the odd stalagmite until he stood directly before it. His position now allowed him to examine the neatly stacked deck. By the height of the stack, he guessed that it contained more cards than a normal playing pack. Leaning over to study the detail on the back of the top card, he observed a montage of four symbols: a staff, sword, cup, and pentacle. "By the gods!" he exclaimed. "How did such a thing end up here, of all places?"

The Scholar's companions had now come up behind him. From the expressions on their faces, it was obvious that none of the others found the item as interesting as their bookish companion. "Well, as long as we're here...," muttered Blackfoot. He reached for the deck without bothering to finish the sentence.

Moving with unusual speed, Sagan batted the Rogue's hand out of the way. "Don't touch it!" he admonished. The words came out in a sharper tone than Sagan had intended.

Blackfoot looked mildly disgusted, but said nothing. Sagan turned his head to address the Cleric: "Clarinda, have you the ability to detect emanations of power?"

The green-eyed Cleric nodded. She took a deep breath, and waved one hand in an intricate pattern. After a moment, she focused her attention on the deck. Her eyes grew wide with surprise. "Tchalchi!" she whispered.

The rest of the party was stunned by the normally-silent Cleric's exclamation. Realizing the implications of the comment, A'mu asked, "Just exactly how much power *is* that deck radiating?"

Clarinda raised her eyebrows and tipped her head a bit, an expression that said to the Magician, "you-wouldn't-believe-me-if-I-told-you." The response prompted A'mu to rub his hands together in anticipation. He started to reach for the deck, but, suddenly remembering Sagan's earlier reaction, drew his hand back. He took on the expression of a child forbidden to play with an attractive nearby toy. "So, what is it?" he asked Sagan. "Is it evil?"

Sagan looked at Clarinda for confirmation; the Cleric shook her head. "I've read about these things," he told A'mu, "but until now, I doubted that any actually existed." Lapsing into a contemplative silence, the Scholar wrestled with conflicting desires to leave the deck alone or risk its awesome but chaotic powers. He was jarred out of his reverie by impatient throat-clearing noises from the Rogue.

His mind made up, Sagan warned his companions, "Stand back." He turned to face the altar, and stated in a loud, clear voice, "I am come to consult the Angel of the Tarot."

The ring of the Scholar's voice resonated throughout the cavern. In response, the deck sprang to life, mysteriously shuffling itself several times, then fanning itself out, face down, on the altar. Sagan reached for one of the cards near the middle of the deck, then hesitated. After a moment, he moved his hand to select a card located near one end of the fan. As he held it up to examine it, his companions strained to see the face of the card over his shoulder. It contained a beautiful, intricate collage of pictures and symbols.

Suddenly, Sagan shuddered. A low moan escaped his lips. The card lifted unbidden from his hand and returned to the deck, which then restacked itself in the same perfect pile the adventurers had first seen. The Scholar didn't move. The burbling of the pool's feeder stream seemed to roar in the silence. After several long seconds, A'mu gathered the courage to speak. "Sagan?" he said, haltingly. "Are you... all right?"

Sagan's large frame noticeably relaxed. Slowly, he turned to face his companions. His lips were curled into an odd smile. It was clear that the Scholar had undergone a marked change—but how exactly had his experience affected him?

THE TAROT OF MANY TEACHINGS

In *Grey Worlds* #XIV, the Tarotmage profession was introduced. In that article, mention is made of the Tarot of Many Teachings (TOMT). The TOMT is a fascinating and powerful magic object; its creation is the ultimate achievement of a Tarotmage. This table was designed to make it easy for GMs to incorporate a TOMT into their campaigns.

To make things interesting, over 300 different effects have been included in this table. It is doubtful, however, that *all* effects are applicable or playable in *all* worlds and campaigns. Therefore, it is important for GMs to understand the principles around which these effects were designed, so that they may better adapt the table to their playing style.

The Tarot Deck. Tarot decks typically consist of 78 cards. Each card may have many meanings, and some would interpret a card differently if it were drawn in a reversed, rather than an upright, position. While a number of different interpretation systems exist, the card titles used by Aliester Crowley in his Thoth Tarot have been selected for use in this table. These titles are simple and easily comprehended, although most students of tarot would find a literal interpretation of the titles to be restricting and somewhat misleading. Nevertheless, in order to keep things manageable, the effects assigned to most cards in this table are based on very literal, stereotypical interpretations of these titles. They should also provide a good starting point for those who wish to create their own card effects.

Effect Categories. If characters have free access to a TOMT, repeated drawings of the same card make its effects potentially predictable. Thus, four categories of effects have been included, to maintain variety and to keep players guessing. Suggestions for using these categories appears under the heading 'Drawing Cards from a Tarot of Many Teachings'. However, a general idea of the nature of each category is given here:

Positively Aspected. This category details effects which the vast majority of PCs would find beneficial.

Neutrally Aspected. The effects of Neutral cards vary widely. The possibilities fall into several categories: 1) the card may have *both* positive *and* negative effects; 2) the card may have *either* positive *or* negative effects, depending on the character's disposition or luck; 3) the effects may be *neither* positive *nor* negative—just curious or unusual; 4) whether the effects are positive or negative may be highly subjective—some characters would find the effects beneficial, others less so.

Negatively Aspected. This category describes effects which the vast majority of PCs would find detrimental. Note that this category is the one most likely to have effects that require special role-playing; that is, the effects may alter the character's personality or beliefs. Some effects of this 'role-playing' type, however, can also be found in the Neutral column.

Simplified Effects. These are the 'quick-and-dirty' effects. While less interesting than the effects from other categories, these results may be easier for GMs to use. The effects are immediate, unambiguous, and do not require the player to engage in any special role-playing. This set may be used in addition to, in place of, or as an 'emergency backup' for the other three categories. There are an approximately equal number of positive and negative effects, with a few neutral effects thrown in.

Individual Card Effects. Because playing styles differ, it is unlikely that all effects can be used by any GM 'as they stand'. Thus, GMs should not hesitate to modify the effects to fit their world system. Many effects have purposely been left somewhat ambiguous for just this reason.

In the interest of variety, the ideas and mechanics of the effects have been pulled from many sources within the ***Rolemaster*** system. The core rules, both *Creatures and Treasures* volumes, and most *Companion* volumes are represented here. Despite temptation to do otherwise, no material has been pulled from *Grey Worlds* itself (except for one reference to the Tarotmage spell lists, published in issue XIV), because it could not be assumed that every GM has access to all past issues. GMs should be warned that effects in *all* categories make substantial use of the expanded skill system introduced in *RMCII*. GMs not making use of the extra skills will have to revise many of the effects in this table extensively.

In order to make it easier for GMs to locate supplemental information, sources and page numbers have been provided. Sources are cited using the standard abbreviations adopted by I.C.E. (e.g., *RMCIV* for ***Rolemaster*** *Companion IV*, *C³T* for *Creatures and Treasures*, etc.). References to *Spell Law* (*SL*) give page numbers for the *second* edition.

To save space, the 'special effects' of drawing cards have been mostly eliminated. That is, there are few descriptions of what the character sees, hears, or feels as the card is drawn. However, it is recommended that GMs do more than simply describe the resulting mechanics of the card effect. The characters experience should be punctuated with details such as: "you feel faint;" "a white light blinds you for a few seconds;" "you hear a shriek, and a chill runs up your spine," etc.

It may also be more effective to withhold some or all information about a card's effects from the player. A few cards note this specifically, but many do not. Unless the card's effects are clearly and immediately obvious, it may be much more fun to let the player try to deduce the result for himself. Taking this approach, however, means more work for the GM, since it will require that he remain alert to situations where the effect should be applied.

Another feature which may reduce playability in some campaigns is that some effects (as mentioned earlier) require special role-playing. The card-drawing character may undergo a (detrimental) change in personality and/or beliefs, requiring the player to take actions in opposition to the character's normal tendencies. GMs who lack confidence in their players' abilities to engage in this sort of contrary-to-personality role-playing may have to force such actions out of the character. If it would be too difficult to do this, the card's effect will have to be replaced or modified. Substituting the Simplified effect is one alternative.

Finally, mention should be made of the inevitable attempts by players to rid their characters of effects they find undesir-

able. To paraphrase the popular adage, "You draws yer card... you takes yer chances". The GM should make it very difficult (if not impossible) to remove most negative effects from a TOMT. In addition, successful attempts to remove negative effects received from the Neutral column should remove the card's positive effects as well.

DRAWING CARDS FROM A TAROT OF MANY TEACHINGS

As good tarot decks can be found for under $15 (these days, many mainstream bookstores even carry a few), perhaps the easiest and most enjoyable method for incorporating a TOMT into a game session is simply to purchase one and allow the players to actually 'pick a card'. Keep in mind that different decks use different symbol schemes (e.g., 'staves' or 'wands' instead of 'rods', 'Pages' instead of 'Princesses', etc.), so the GM may need to translate cards and suits into their nearest equivalents on the TOMT Effects Table. If an actual deck is not available, a table appears below that simulates drawing from a 78-card pack through dice-rolling.

Before presenting players with a scenario using a TOMT, the GM should decide how he will use the table. Several options present themselves:

Option 1: Use the Positive/Neutral/Negative categories of the TOMT Effects Table. Have the character draw/'roll' his card, then roll to determine the category used (1-33 = Positive, 34-66 = Neutral, 97-99 = Negative, 00 = GM's Option). Use the Simplified Effects if the resulting effects are inappropriate for the GM's world scheme.

Option 2: Use only the Positive and Negative categories of the table. If actually drawing cards, the orientation of the card determines the effect (upright = Positive, reversed = Negative; be sure to mix the cards in such a way that some will be reversed). If 'rolling' cards, roll another dice to determine categories (even numbers = Positive, odd numbers = negative).

Option 3: To maintain an 'equity' of results, use only the Neutral category.

Option 4: For quick and easy result generation, use only the Simplified Effects.

Option 5: As Option 1, only all four categories are used (Positive, Neutral, Negative, and Simplified). Use a d8 to determine category (1-25 = Positive, 26-50 = Neutral, 51-75 = Negative, 76-00 = Simplified).

Option 6: GM decides the general 'nature' of the deck's creator (Good, Evil, Neutral), and uses only the category reflecting this aspect. Thus, different TOMT decks may always have different (albeit lopsided) results.

The following is the suggested sequence of steps to use when a player draws from a TOMT:

1. Have the player select a card from the shuffled deck, or roll on the TOMT Deck Table.

2. If using more than one category of effects, roll (or check card orientation) to select from among the choices.

3. Cross reference the card with the category to locate the specific card effect.

4. *Carefully* read the effect description, including any footnotes.

5. Decide how the effect can be implemented within the world system used. If it cannot be used 'as is', modify or replace it, or, if desired, use the Simplified effect.

6. Decide how much (if any) information about the effect should be imparted to the player. Note that if information is provided to the player, it may be better to do so privately, since the results may not be apparent to other characters. Also note that there are a few cards whose effects are apparent to everyone *except* the card-drawing character.

7. Devise an appropriate special effect to add drama, and describe it to the player.

8. Provide the appropriate effect details to the appropriate people.

9. If the effect is delayed, ongoing, or permanent, be sure to make notes for future reference.

TOMT DECK TABLE

00–*The Fool*	**27**–*6 of Rods*	**54**–*5 of Swords*
01–*The Magician*	**28**–*7 of Rods*	**55**–*6 of Swords*
02–*The High Priestess*	**29**–*8 of Rods*	**56**–*7 of Swords*
03–*The Empress*	**30**–*9 of Rods*	**57**–*8 of Swords*
04–*The Emperor*	**31**–*10 of Rods*	**58**–*9 of Swords*
05–*The Hierophant*	**32**–*Princess of Rods*	**59**–*10 of Swords*
06–*The Lovers*	**33**–*Prince of Rods*	**60**–*Princess of Swords*
07–*The Chariot*	**34**–*Queen of Rods*	**61**–*Prince of Swords*
08–*Strength*	**35**–*King of Rods*	**62**–*Queen of Swords*
09–*The Hermit*	**36**–*Ace of Cups*	**63**–*King of Swords*
10–*Wheel of Fortune*	**37**–*2 of Cups*	**64**–*Ace of Pentacles*
11–*Justice*	**38**–*3 of Cups*	**65**–*2 of Pentacles*
12–*The Hanged Man*	**39**–*4 of Cups*	**66**–*3 of Pentacles*
13–*Death*	**40**–*5 of Cups*	**67**–*4 of Pentacles*
14–*Temperance*	**41**–*6 of Cups*	**68**–*5 of Pentacles*
15–*The Devil*	**42**–*7 of Cups*	**69**–*6 of Pentacles*
16–*The Tower*	**43**–*8 of Cups*	**70**–*7 of Pentacles*
17–*The Star*	**44**–*9 of Cups*	**71**–*8 of Pentacles*
18–*The Moon*	**45**–*10 of Cups*	**72**–*9 of Pentacles*
19–*The Sun*	**46**–*Princess of Cups*	**73**–*10 of Pentacles*
20–*Judgment*	**47**–*Prince of Cups*	**74**–*Princess of Pentacles*
21–*The World*	**48**–*Queen of Cups*	**75**–*Prince of Pentacles*
22–*Ace of Rods*	**49**–*King of Cups*	**76**–*Queen of Pentacles*
23–*2 of Rods*	**50**–*Ace of Swords*	**77**–*King of Pentacles*
24–*3 of Rods*	**51**–*2 of Swords*	**78**–*Reroll 2x–this table*
25–*4 of Rods*	**52**–*3 of Swords*	**79**–*GM's choice*
26–*5 of Rods*	**53**–*4 of Swords*	

Using the table: Generate a 2-digit number by rolling a d8 and subtracting 1 for the first digit, and rolling a d10 for the second digit.

Example: *Player rolls a d8 and gets a 6, and gets a 3 on the d10. The resulting number is a 53.*

Jeannette Roth

The Fool

Positively aspected: The querent stops aging. Period. Unless he is affected by aging magic, he will never die of old age.
Neutrally aspected: At a time in the future of the querent's choosing, he may make a wish which will be granted (one time only; GM should use normal common-sense restraints in implementing the querent's wish, including 'literal interpretations' if necessary). After the wish is granted, however, the querent will lose 10 points. from his temporary and potential Re stat (GM's choice as to whether or not to inform the player of this fact in advance).
Negatively aspected: In the future, the querent will exhibit a marked tendency toward gullibility. Any levels he may have in Lie Perception and Trading skills are lost, and cannot be redeveloped. In addition, he has a -25 to his ability to resist attempts to persuade him through such skills as Seduction and Diplomacy.
Simplified effects: Both the temporary and potential values of the querent's SD and Re are permanently lowered by 10.

The Magician

Positively aspected: The querent may make a roll on the 'Skill at Magic' table (*RMCI*, pp. 51–52), rerolling any result of 10 or below. It is up to the GM whether options already in effect should be multiplied or re-rolled.
Neutrally aspected: An evil presence washes over the querent. As it passes, the querent realizes he now knows both Foul Changes spell lists (*RMCIV*, pp. 64–66) to 20th level, and can cast spells from them as if the lists were of his realm (costs normal PPs).
Negatively aspected: The querent becomes highly susceptible to magic effects. His RRs vs. all realms of magic are now at an additional -10.
Simplified effects: Querent gains +5 to all spell BARs.

The High Priestess

Positively aspected: The querent may now have a chance to gain insight into a particular situation or question by meditating. For every 30 minutes spent meditating, the querent may add +5 to a basic information roll; if the result is 101 or better, the querent has gained one piece of useful information (GM should feel free to apply negative modifiers to reflect the difficulty or subtlety of the information sought).
Neutrally aspected: The querent may increase his IN bonus (*not* stat) by +1% for every -1% he removes from his Co bonus (it is permissible to lower the Co bonus to a negative number, or, if already a negative number, to lower it further). Querent must make his decision regarding this trade-off immediately after drawing this card, and the resulting bonuses are permanent.
Negatively aspected: The querent is now in danger of phasing into the ethereal plane. There is a 1% chance cumulative each week that he will 'phase out' at any given moment for 1–100 rounds (GM should make an occasional check). The querent can do nothing when 'phased'. After 100 weeks, he permanently disappears into the æther. Nothing less than a 50th level Alteration ritual will save the querent from this fate.
Simplified effects: Querent gains 5 levels of Channeling skill.

The Empress

Positively aspected: The querent gains a familiar (GM's choice of type). If the querent already has a familiar, the GM may elect to either assign the character either a second familiar, or allow the character's current familiar to be affected by a permanent *Range Extension III* spell (Closed Essence list: *Familiar's Law*, *RMCI*, p. 29).
Neutrally aspected: Surprise! The querent is aware that he has suddenly become pregnant. Male querents had better find an awfully good midwife.
Negatively aspected: As he will probably soon discover, the querent now possesses a 'wilting touch'. Any plants that he touches will wither and die (large plants, such as grown trees, and magical plants get an RR). In addition, he cannot handle herbs without destroying their effects.
Simplified effects: Querent now knows a random Animist list to 10th level. Roll d8: 1 = Nature's Movement, 2 = Plant Mastery, 3 = Animal Mastery, 4 = Herb Mastery, 5 = Nature's Protections, 6 = Nature's Lore, 7 = Enrichment (*RMCIV*, p. 66), 8 = Genetic Ways (*SUC*, pp. 42–43).

The Emperor

Positively aspected: Over time, the querent will become more self-confident, and will present a more 'commanding' exterior. Each time the querent gains a level, he receives a permanent +1 to *both* his temporary and potential Pr *stat* (add the point *before* rolling for stat gains).
Neutrally aspected: The querent suddenly understands the subtle strategies of one tactical game (e.g., chess, go, etc.—GM's choice). +100 to Tactical Games skill for this game. The querent will also understand how to apply the game's principles to real-life situations; +30 to all Tactics and Military Organization skills. Unfortunately, the querent will have a tendency to apply the knowledge indiscriminately, resulting in a -10 to all Social skills.
Negatively aspected: The querent feels an irresistible urge to be a 'self-appointed champion' for one class of people (roll d6: 1=children, 2=women, 3=the poor, 4=the sick, 5=slaves, 6=others of the querent's religion) When members of the class are in the vicinity, the querent will do whatever he can to 'protect them from harm'. If the other members of the querent's party don't share his convictions, the querent may be performing a lot of one-man rescues.
Simplified effects: A +50 bonus is added to the querent's Leadership skill.

The Hierophant

Positively aspected: If the querent makes an appropriate sacrifice to his patron deity (materials and procedures for such should be determined by the GM), he may cast a 'Success' spell (Closed Channeling list Wyrd Mastery, *SUC* p. 42) one time at will. He can only receive one such spell per sacrifice, and must cast it before receiving another. For purposes of game balance, it is suggested that the sacrifice procedure should be difficult and time-consuming.

Neutrally aspected: Charged with a sense of devotion and piety, the querent has now become a Holy Champion for his religion, with access to the spells of the Cleric base list: Holy Champion (*SUC*, pp. 44-45). He answers to the current head of his church. If the querent is atheistic or agnostic, he suddenly adopts the most prominent religion from his culture.

Negatively aspected: Heretic! If the querent is a spell user of the Channeling realm, he is cut off from his god and cannot regenerate any PPs. If he is not a channeler, he will be unable to use any Channeling-based spells or items.

Simplified effects: Querent may now throw a *Bless III* spell (Cleric base list: Protections, *SL* p. 48) once per day; requires no preparation or PPs.

The Lovers

Positively aspected: A warm, glowing feeling touches the querent, and he becomes mentally linked to his beloved spouse or partner. They may mentally communicate at will across any distance. If the querent currently has no love interest, the effects of this card will be delayed until he becomes involved in a relationship.

Neutrally aspected: The querent becomes empathically locked with the person who is in closest physical proximity to him at the time he draws this card. No matter how far apart he is from his 'partner', any spells or combat results affecting the partner will similarly affect the querent (but *not* vice-versa).

Examples: 1) The partner is affected by a 'Sleep' spell, and falls asleep for 7 rounds; the querent, then, also falls asleep for 7 rounds. 2) The partner is healed of 15 concussion hits by a lay healer; the querent also heals up to 15 concussion hits. 3) The partner is struck in combat, and takes 11 points of damage, and is bleeding from the arm at a rate of 2 hits/rnd; the querent also takes 11 concussion hits and bleeds from the arm at 2 hits/rnd. Note that since the card 'The Lovers' typically depicts a male and a female, the GM may instead choose to link the querent with the closest person of the *opposite* sex.

Negatively aspected: Smitten by cupid's arrow, the querent becomes a hopeless romantic. There is a 5% chance that anytime he sees a person of the opposite sex for the first time, he will become infatuated. When 'in love', the querent will go to extremes to impress the object of his desires, including lavish gifts, serenades, etc. Even if the querent is 'in love', he retains a 5% chance of falling for a different person, and transferring his affections to her (or him).

Simplified effects: Querent is affected by the *Beauty of Arraer* curse (Evil Cleric base list: Curses, *SL* p. 60).

The Chariot

Positively aspected: Once a week, the querent may cast the 11th, 12th, *or* 13th level spell (querent's choice each time) from the Magician base list: Conveying Ways (*RMCII*, p. 86).

Neutrally aspected: If he concentrates, the querent can control the actions of any 1 target at will (treat as a *Master of Kind* spell, Mentalist base list: Mind Control, *SL* p. 116; target gets normal RR). He can do this for as long as he can concentrate; however, for every two minutes he concentrates, he loses 1 point from his temporary St and Pr stats (due to the strain). Lost points can only be regained through normal stat gain rolls when advancing a level.

Negatively aspected: Horses and other equine creatures (e.g., unicorns, Pegasi, etc.) now fear the querent. They will shy from him as he approaches, and will repeatedly rear if he attempts to mount. Permanently lose all levels in Animal skills involving horses.

Simplified effects: Querent gains +25 to Driving and all Riding skills. Also, he gains +25 in Animal Handling: Equine.

Strength

Positively aspected: Once per day, the querent may draw on newfound reserves of inner strength, and perform a maneuver as if his strength bonus was twice its actual value.

Neutrally aspected: Armed with a new resolve, the querent now has an additional +50 bonus in any contest of Wills. Unfortunately, his stubbornness extends to everything, and he will *always* insist on having things his way. He permanently loses all levels in Diplomacy, if any, and cannot develop any more.

Negatively aspected: The querent's natural healing systems are weakened. Recovery times for illnesses and injuries are doubled (including recovery times indicated by healing spells).

Simplified effects: The querent is now able to lift and carry up to 500 lbs. without expending special effort (e.g., is able to do this and not spend extra exhaustion points).

The Hermit

Positively aspected: Querent gains a 'Tarot Mentor' (see 50th level spell on the Tarotmage base list: Minor Arcana Mastery, *GW*#XIV, pp. 29–31).

Neutrally aspected: The querent develops an acute sense of smell and hearing (equivalent to constant *Scent* and *Sly Ears* spells from the Monk base list: Monk's Sense, *SL* p. 91), and gains an SLA bonus of +100. This is fortunate,

because he is now blind. With luck, he should be able to use his new-found skills to adapt to his sightlessness.
Negatively aspected: Realizing that wisdom cannot be rushed and that urgency is a hindrance to solid personal growth, the querent now requires double normal experience points to advance a level.
Simplified effects: The querent permanently loses the ability to produce vocal sound (i.e., talk).

Wheel of Fortune

Positively aspected: Once per day, the querent may request a 'second chance' after an unfavorable event outcome. This translates into allowing the player to reroll if he doesn't like the results of a given die roll. The player may then take the better of the two rolls.
Neutrally aspected: A magical wheel appears, suspended in mid-air before the querent. Six markings appear on the wheel: +1x, -1x, +2x, -2x, +3x, and -3x. The querent may 'wager' up to one-third of the temporary value of one stat, then spin the wheel (use 1d6). Based on the result of the spin, the querent either 'wins' or 'loses' the given multiple of the wagered stat (both temporary and potential; max. 101). Unbeknownst in advance to the querent, the following rules are in effect for this card: The querent may do this up to 3 times before the wheel disappears. Regardless of the outcome of the spins, the querent loses 5 pts. off both his temporary and potential SD stat per spin (even if SD is wagered). If the querent does not spin the wheel at all, he receives +15 to his temporary and potential SD (max. 101, or 102 if already at 101).
Negatively aspected: Querent is cursed with 'unluck'. Random rolls (i.e., those not involving skills or spells) made by or on behalf of the character are biased by -10% (or +10%, if a high result is the less desirable). In addition, any 'Guess' spells cast by the querent will never work.
Simplified effects: Roll d100; 50% chance that querent receives a permanent +50 bonus to his Gambling skill, and 50% chance of a permanent -50 bonus to Gambling.

Justice

Positively aspected: A booming voice (that all in the vicinity can hear) asks the querent, 'Who is guilty? The man who murders for a righteous cause, or the man who kills this murderer to protect others?' The querent must then answer the question. The GM should then award from 0 – 10,000 experience points to the querent based on the quality of the answer received. For example, a straightforward, simplistic, but logical answer might be worth 1,000 EPs, while a complex discussion of the gray areas of the question and conditions which might mediate the answer might be worth 7,000 – 8,000 points.
Neutrally aspected: Querent draws twice more. For the first card, he will receive its effects as per the 'Positively aspected' description. For the second, the card's effects are selected from the 'Negatively aspected' description. It's only fair.
Negatively aspected: A delirious vision causes the querent believes himself to be transformed into a Paladin for his church or philosophy. In fact, he is no different, but may believe he is possessed of holy weapons and armor, Paladin spells, etc. He will try to use his supposed abilities to champion his church or cause. The GM is encouraged to perpetrate this fallacy for the player as long as possible; for example, instead of saying, "your spell does not go off", he might instead say "the target seems unaffected by your spell".
Simplified effects: The querent receives a 'Sword of Justice' (see *C&T*, p. 73).

The Hanged Man

Positively aspected: By willing it to be so, the querent may now cause others to forget that they have ever seen, met, or known him. The memories of the querent fades slowly (depending on how long the target has known him, and how much actual contact the two have had; could take hours to weeks or months), but when the memory has faded, the target will not recall anything about the querent, nor will he remember any interactions between himself and the querent.
Neutrally aspected: The querent must draw again from the deck; however, the card he draws will be *reversed* in its effect (for example, if he draws the *Death* card, and receives effects as per the 'Neutrally aspected' effects, he may utilize a 'life' touch 1x/month, and if he rolls a 05 or below afterwards, he may gain some life-benefit, such as renewed HPs). The GM should do the best he can to devise 'reverse' effects for the drawn card, but if it is not possible, he may have the player draw again.
Negatively aspected: The sigil of the Hanged Man appears on the palm or hand covering of the querent's weapon hand (if querent typically wields weapons in both hands, roll randomly for hand). Each time the querent enters a town, or is anywhere where a large group of people are gathered, there is a 10% chance that someone will notice the sigil, recognize it, and approach the querent to ask a favor (may be modified by certain factors, such as unusually large or small town size). If the querent refuses the request, he receives a 'C' Impact critical. The sigil of the Hanged Man is widely recognized as a sign of aid. Only the truly needy dare approach those who bear it to make their request; those invoking the sign of the Hanged Man in greed instead of need receive the 'C' Impact critical, while the bearer of the sign remains unaffected (this should help other party members from taking unfair advantage of the poor querent's situation once they figure out what's going on). There is the potential for abuse on the part of the GM in this effect, but also the potential for creating some interesting situations. While the average request for aid will be something along the lines of 'a few copper pieces to help feed a starving family', an especially involved request might become the basis for an entire adventure. The querent may try to hide the sigil by keeping his fist closed (requires

regular concentration rolls and may add a negative modifier to many maneuvers if maintained), any attempt to cover the sigil, such as by wearing a glove, will cause the sigil to appear on the querent's forehead or head covering, raising the probability of being approached to 90%. If the hand covering is removed, the sigil will disappear from the querent's forehead and reappear on his palm.
Simplified effects: Querent is affected by an invisible choking force. Treat as a 'Steelgrip' spell (Open Mentalism list: Mind's Grip, *RMCIV*, p. 68).

Death

Positively aspected: The querent feels an eerie cold chill flow through his body for a moment, but no other effects; however, if and when the querent receives some sort of fatal injury or killing blow, instead of dying, he is immediately renewed and restored to full health (one time only).
Neutrally aspected: Once a month, the querent may utilize a 'death touch'—that is, he may touch a target and 'will' him to die (target gets a normal RR vs. a 13th level Essence spell). However, immediately afterwards, the querent must roll; if he rolls 05 or below, he (the querent) also dies (no RR).
Negatively aspected: The querent suddenly becomes painfully aware of his own mortality, and knows that he is unable to be affected by any *Lifekeeping* or *Lifegiving* spell or substance.
Simplified effects: The querent is affected by a *Death True* spell (Necromancer base list: Death Mastery, *RMCII*, p. 44–45). He gets no RR, and GM may choose the critical tables used. (Note: remember, this is the Death card. Get nasty. Use things like Disruption or Plasma or Disintegration criticals.)

Temperance

Positively aspected: A new inner peace and discipline allows the querent to remain calm, composed, and rational. +25 to RRs vs. fear attacks, as well as mental effects and spells that would cause him to behave aggressively or irrationally.
Neutrally aspected: The querent undergoes a sudden 'restructuring' of his abilities. All of his stat values (temporaries *and* their associated potentials) randomly shift to new categories (note that this will also entail recalculating of bonuses). An easy way to handle this would be to write down all the character's stat values on small squares of paper (for example, if the character's Co stats are 87 temporary and 95 potential, write 87/95). Next, mix the papers, and have the player draw one randomly for each stat, in the normal order used in *ChL&CaL* (i.e., Co first, then Ag, etc.). It is acceptable to re-draw the original values for a stat.
Negatively aspected: A need for 'balance' affects the querent. From now on, whenever he rolls an open-ended roll (up *or* down), his 'handedness' switches (e.g., if he is currently right-handed, he becomes left-handed). If he is in the middle of manually manipulating something when this occurs (e.g., holding a weapon, playing an instrument, etc.), he must take the time to switch hands or operate at -25. If the querent is ambidextrous, he will now begin to favor one hand as a result of drawing this card. His favored hand will then periodically switch as per the instructions for this card.
Simplified effects: A permanent +10 is added to the querent's SD bonus (*not* stat).

The Devil

Positively aspected: Without expending PPs, the querent may cast spells of up to 10th level from the Paladin base list: *Exorcism* (*RMCII*, p. 80) at will.
Neutrally aspected: Querent may 'make a pact with the devil'. A demon appears, who will grant a wish for the querent if the querent agrees to the conditions specified by the demon. It is up to the GM whether or not the demon specifies the conditions in advance of granting the querent's wish. The querent may decline this offer without penalty.
Negatively aspected: The querent becomes an 'open door', subject to fits of demonic possession once a week. Treat as a *Demonic Possession II* spell (Sorcerer base list: Soul Destruction, *SL* p. 97).
Simplified effects: A Type IV Demon of the Pale appears (*Ce&T*, p. 36–38) and attacks the querent.

The Tower

Positively aspected: An understanding of the integration of the power realms touches the querent's mind. He may channel usable PPs from or to spell users of *any* realm (this effect otherwise follows the normal rules for Channeling, so the querent and the other spellcaster must have levels in Channeling in order to take advantage of this ability).
Neutrally aspected: The querent gains the ability to cast any spell of up to 5th level from the Lay Healer base lists (except Prosthetics). No PPs, operations, or recovery times are required. *However*, the querent *must* touch his target, and the effects of the spell last only for 1 rnd/lvl of the querent. At the end of a spell's duration, all removed damage returns, and the target takes an additional 'B' Stress critical (see *RMCIII*, p. 90).
Negatively aspected: A feeling of weakness quickly passes over the querent. If he is of a mortal race, he will now age at 5x normal rate (i.e., for each year that passes, the querent will age as if five years have passed for him). If the querent is of an immortal race, he will begin to age, and eventually die, as if he were of a mortal race.
Simplified effects: Querent is hit by a lightning bolt; roll a +50 attack on the *Lightning Bolt* table.

The Star

Positively aspected: Blessed by stellar powers, the querent can now cast up to 10 additional points of spells per day of 1st to 5th level from the Astrologer base list: Starlights (*SL* p. 65).
Neutrally aspected: The querent receives the ability to 'wish upon a star'—literally. The wish must be of a 'minor' nature (no more powerful than a 5th level spell, in the GM's judgment), and he must actually go outdoors on a starry night to make his wish. He may utilize this ability no more than once per starry night. Whenever the querent decides to take advantage of this boon, however, he must spend the entire next day sleeping, or operate at -50 until his next full sleep period.
Negatively aspected: From now on, *any* spells cast by the querent (including those cast from items) are accompanied by an impressive 'special effect' of twinkling star-like lights. Note that this will make it impossible to throw even normally-subtle spells, such as *Presence*, without attracting attention.
Simplified effects: Querent is now able to speak, read, and write the magical language *Aster* (refer to *RMCI*, p. 8) at level 10.

The Moon

Positively aspected: The querent is now under the constant effects of a *Moon Bath* spell (Moon Mage base list: Moon Mastery, *RMCIII* p. 54). He will heal 1 hit/minute when standing outside in the moonlight.
Neutrally aspected: Querent becomes a lycanthrope (GM chooses or random from lycanthrope table, *CoT* p. 46). He also gains the ability to control animals of his type when not in animal form; treat as a constant 15th level *Mastery* spell from the Animist base list: Animal Mastery (*SL* p. 55).
Negatively aspected: Once a month, the querent will suffer the effects of a *Dream Killer I* spell (Dream Lord base list: Dream Law, *RMCIII* p. 75).
Simplified effects: The querent loses all ability to detect illusions. He permanently loses all levels in Sense Reality Warp, and cannot use any spells of an illusion-detecting nature.

The Sun

Positively aspected: For a time, the querent will be able to view both his successes and failures in terms of an 'overall, big picture' of accomplishment; as a result, he receives 2x normal experience points for his *next* adventure.
Neutrally aspected: From now on, the querent will have a +15 bonus to all actions taken during the two-hour period surrounding the zenith of the sun's path, and a -15 to all actions taken during the two-hour period at night exactly 12 hours opposite its zenith.

Example: *If the sun reaches its zenith at 1:30 p.m. on a given day, the querent will be +15 from 12:30 to 2:30 p.m., and -15 from 12:30 to 2:30 a.m.*

Negatively aspected: The querent becomes super-sensitized to sunlight. He burns easily, and takes 5 hits/hr. if outdoors during the daylight hours (this may be mediated somewhat if he keeps to the shade).
Simplified effects: Querent is affected by a *Death Blaze* spell (Arcane list Mana Fires, *RMCI*, p. 15).

Judgment

Positively aspected: A newfound ability to analyze subtle details allows the querent to judge another's profession and level accurately.
Neutrally aspected: At the conclusion of every adventure, the querent is now judged. If 'the powers that be' (i.e., the GM) decide that the querent has behaved true to his nature (i.e., the player role-played the character well), he is granted a reward. If the querent has acted contrary to his nature (i.e., the player role-played the character poorly), he is punished. Roll d6 to determine the reward/punishment: 1 = ±5 to base HPs; 2 = ±1 extra rank in a developed skill; 3 = ±2 to base PPs (even if not a spell-user); 4 = Querent learns or forgets a language (spoken *or* written); 5 = Querent gains or loses a random possession (if gains, roll on *CoTII* 'Modest Items' chart, p. 72); 6 = ±100 silver pieces. If the querent's behavior has not been 'clear cut', judgment may be suspended for that occasion.
Negatively aspected: The querent develops a tendency to be indecisive. He will act as if he is always under the influence of a *Hesitation* spell (Mentalist base list: Mind Attack, *SL* p. 117).
Simplified effects: Querent's judgment is either enhanced or impaired—roll to determine which: 50% chance of a permanent -50 to his Evaluation skill; 50% chance of a permanent +50 to Evaluation.

The World

Positively aspected: The forces of nature bend to the querent's command. He takes half damage/effect from elemental spells and creatures, and can learn elemental-type spell lists (e.g., Ice Law, Elemental Ways, Magnetic Law, etc.) for 1/2 their normal cost.
Neutrally aspected: Whether he wants to be or not, the querent is now the keeper/guardian of this tarot deck. He must take it with him, and guard and protect it with his life. He may *not* draw cards and receive effects from the deck, but he may decide if others may use it. Any attempt to rid himself of this duty will result in an 'E' critical strike from every critical table the GM can find.
Negatively aspected: Detailed knowledge of the workings of the universe flood the querent's conscious mind. Unable to handle the information, the querent goes insane. All temporary mental stats reduced to 1. 50% chance per stat that each potential mental characteristic (SD, Me, Re, In, Em) reduced d100 *percent* (e.g., a roll of 75 would reduce a potential of 80 by 75% to 20).

Simplified effects: The querent can now speak and understand (*not* read) all non-magical languages as a typical native speaker.

Ace of Rods: Root of Fire

Positively aspected: Whether or not the querent is of a spell-using profession, he gains the ability to cast a *Fireblade* spell (Arcane list Mana Fires, *RMCI*, p. 15) 2x/day; it does not cost the querent any spell points to do this.
Neutrally aspected: The querent is engulfed in a sudden rush of flames for a brief moment; afterwards, his physical body is unharmed, but his spiritual self has been 'burned away' and replaced with another identity. He remains at his same level, but his profession and skills have completely changed (GM chooses at random or by die roll). The mechanics of this effect work as follows: If the character changes from one spell-using profession to another, he swaps lists one-for-one from his old profession to his new realm and profession (swap base lists for base lists, open lists for open lists, and closed lists for closed lists; unless the querent was originally an Archmage, he may keep any arcane lists). If the querent originally was not a spell user but becomes one in the transformation, he receives two random base lists from his new profession. If the querent changes from a spell-using to a non-spell-using class, he loses all spell lists. Skills are 'swapped' as follows: the querent keeps any skills that have a one-level development cost of 3 points or less for his new profession (i.e., anything costing 3, 3/*, or 3/any number). Any skills costing the new profession more than 3 points for a single rank must be switched to skills costing 3 or less; all levels developed in the old skill must be transferred as a whole to the new skill. Weapons skills are retained, no matter what the cost difference.

Example: *Ralph is a 3rd level Warrior Mage who knows the base lists Mind's Touch and Elemental Ways, and the open essence list Essence Hand. He draws the Ace of Rods, and suddenly... he becomes a 3rd level Lay Healer. The GM elects to let the player decide what base lists will replace his old Warrior Mage base lists, and the player chooses Concussion Mastery and Bone Mastery. The GM then decides that the player must replace Essence Hand with the Open Mentalism list Self Healing. As for his skills, Ralph gets to keep his six levels in Broadsword, but will have to get used to spending 8 development points to gain additional skill ranks from now on. However, the Weapon Evaluation skill, which cost him 2/4 as a Warrior Mage, now costs him 5 as a Lay Healer, so the GM decides that Ralph must transfer the three levels he has developed in this skill to the Poison Lore skill, which costs him 1/2 as a Lay Healer.)*

Negatively aspected: The querent develops a fear of the awesome power of fire. His RRs vs. fire are now at -10, and he cannot handle fire-imbued magic items (fire blades, for example). If he is a spell user, he can no longer cast any fire-based spells (*Firebolt, Wall of Fire*, etc.).
Simplified effects: The querent cannot be harmed by any non-magical fire.

2 of Rods: Dominion

Positively aspected: The place that the querent considers 'home' becomes a 'place of returning' for him; this effectively lets him cast a *Returning* spell at will (Cleric base list: Channels, *SL* p. 49).
Neutrally aspected: The querent becomes some sort of 'focusing point' for an interplanular gate. Whenever a 66 is rolled, the gate opens up, an extradimensional being comes through (select randomly from the 'Non-Demon Entities' chart, *C&TII*, p. 31), then the gate closes. Depending on the situation and the entity type, the results of the sudden entry could range from the merely distracting to the beneficial to the highly detrimental.
Negatively aspected: No immediate effects of this card are apparent. Later, however, when the character returns home or enters a city, he will be pressed into military service (through a 'draft', conscription, or by just plain being 'shanghaied'). If he attempts to avoid service, he will be arrested and imprisoned.
Simplified effects: Another person in the querent's party (GM chooses or selects randomly) is now able to control the querent's actions for the next 24 hours. The character states his commands, and the querent *must* obey.

3 of Rods: Virtue

Positively aspected: From now on, any characters that the GM judges to be of mostly-to-highly 'good' alignment cannot cause any harm to the querent—either intentionally or accidentally (i.e., combat damage delivered is nullified, fumbled spells that hit the querent have no effect instead, etc.).
Neutrally aspected: From now on, 'no good deed goes unpunished' for the querent. Anytime the querent performs an act that is, in the GM's opinion, sincerely altruistic, he must roll a d6 on the following table: 1 = Lose 10 x d100 experience points; 2 = Lose 1–6 ranks in a random skill (querent must possess ranks in the skill); 3 = Lose d100 gold pieces (but no more than he possesses); 4 = Gain d100 gold pieces; 5 = Gain 1–6 ranks in a random skill (querent need *not* possess ranks in the skill); 6 = Gain 10 x d100 experience points.
Negatively aspected: When he returns from his current adventure, the querent will feel a sudden, undeniable impulse to give *all* of his possessions away to the 'less fortunate'. Even if he has friends who try to stop him from taking this action, the querent will attempt to find ways around their well-intentioned interference.
Simplified effects: A bag of coins magically appears at the querent's feet. He has received 100 g.p. for each of the following 'virtues' that he possesses (GM's opinion): chastity, fairness, faith (piety), charity (generosity), honesty, integrity, kindness.

4 of Rods: Completion

Positively aspected: The querent suddenly feels he has completed training for one of his skills. He gains the levels and bonus for the skill (chosen randomly) *now*, without having to

advance a level (he does *not* get re-credited for the skill development once he does advance).
Neutrally aspected: Whenever the querent attempts a maneuver of 'Extremely Hard' difficulty or above, and succeeds fully (table shows result of 100% or above), he may add +1 to his *base* hits. However, if he fails entirely (table shows fall/freeze/fail results), he must subtract -1 from his *base* hits.
Negatively aspected: The querent develops a tendency to 'finish things too early'. This has the effect of moving any maneuver up one level on the maneuver table ('medium' maneuvers become 'hard', for example), since the querent never takes enough time to complete an action properly.
Simplified effects: He's done spellcasting for the day... querent is drained of all remaining PPs. He will 'recharge' after the normally required rest period.

5 of Rods: Strife

Positively aspected: The querent now has a natural ability to detect evil within a 100' radius of himself.
Neutrally aspected: Querent now has the ability to remove curses from others—by taking them upon himself. The curse gets no RR, but is automatically transferred to the querent. The curse then 'fades' from the querent (again, no RR) over a period of 1 – 10 months.
Negatively aspected: The querent contracts a disease from the Evil Cleric base list: Disease (*SL* p. 60) Roll a D20 to randomly to select from the 17 options, rerolling on results of 18 and above.
Simplified effects: Target takes an 'E' Neuro strike (see *RMCV*, p. 107).

6 of Rods: Victory

Positively aspected: One time only, the querent may 'preclaim' victory in an impending battle. This means that his opponents will not attack, and the querent (and his party) may pass without incident. The querent must proclaim his victory before the first offensive action is taken. If his party takes any hostile action (e.g., attacking, stealing from the opposing party, etc.), the effects of the querent's proclamation may be nullified.
Neutrally aspected: Querent gets his own cheering section. Each time he defeats an opponent, all within 50' can hear cheering (as if in a stadium) for a few seconds.
Negatively aspected: The querent believes himself to be invincible. He will *never* parry, even if a critical indicates that he must. Also, he will never use defensive spells (such as 'Shield', 'Aura', or 'Bladeturn', for example).
Simplified effects: For that 'winning edge', the querent's main weapon now has an additional +10 magical bonus that is *cumulative* with any other bonus the weapon might have.

7 of Rods: Valor

Positively aspected: Every time the querent successfully resists the effects of fear, charm, control, or subjugation magic, he may add 1 to his *base* PPs (even if he has none, and/or is *not* currently able to use magic).
Neutrally aspected: The querent and all his equipment are instantly transported to a magical arena. He faces a stone golem (see *C&T*, pp. 33–34), which he *must* fight. If he survives the battle, he will be returned to his original location (to his companions, it will seem as if he was gone only a moment), along with a victory prize—a magic item selected randomly from the Misc. Magic Items chart (*C&T*, p. 70).
Negatively aspected: Despite brave intentions, the querent now has an uncontrollable tendency to freeze in combat. Whenever he does something particularly spectacular (i.e., rolls a 00), he will become totally immobile for 1 – 10 rounds.
Simplified effects: Querent now has a +50 to all actions vs. dragons (OB, maneuvers, etc.). Go get 'em, tiger.

8 of Rods: Swiftness

Positively aspected: If the querent is a spell-user, he develops Eloquence (*RMCI* 'Skill at Magic' option, p. 51). If he is of the realm of arms, he now possesses 'Subconscious Prep' (*RMCI* 'Skill at Arms' option, p. 51). If he is a semi-spell user, the GM should decide which of these abilities the querent gains.
Neutrally aspected: The querent's movements become quicker in battle, but at a trade-off cost. He may either add +10 to his DB and subtract -10 from his OB, or he may add +10 to his OB and subtract -10 from his DB. He may choose which strategy he will use before he enters combat, but must stick to his choice for the entire combat.
Negatively aspected: Now displaying a tendency towards impatience, the querent has a permanent -10 to all rolls requiring concentration or self-discipline (including -10 to SD bonus).
Simplified effects: Querent gains a +25 bonus to his 'Sprinting' skill.

9 of Rods: Strength

Positively aspected: The querent realizes that both his temporary and potential St stats have been permanently raised 10 points, to a maximum of 101 (if already at or above 101, add +1).
Neutrally aspected: The querent feels a surge of power pass quickly through his body, but nothing more. Later, when the querent tries to grip an object, he discovers that he cannot help but crush any object he grasps; weapon handles break, stone objects are crushed to pebbles, etc. If the querent manages to grip a being, the being will suffer a +100 grapple attack with crush criticals.
Negatively aspected: When he needs it most, strength will elude the poor querent. All criticals delivered by the querent (both from weapons and spells) are reduced one level ('A' criticals become 'no critical', a 'G' critical would become an 'F' critical, etc.).
Simplified effects: Querent gains +10 to his OB (all *melee* attacks).

10 of Rods: Oppression

Positively aspected: Querent now knows a 'Great Command' (Magus spell; see *RMCIII*, pp. 22–23). To determine which command he knows, roll first to randomly select the circle,

then roll to select the specific command known. The querent may cast the command once per week

Neutrally aspected: Querent gains possession of a *Lesser Control Doll* (Maleficant base list: Talismans, *RMCV* p. 41). He may designate the doll to represent any *one* person (may change the designated target at will), then use the doll freely within the parameters of the spell. However, the doll radiates a subtle magic that is highly attractive, making others (almost unconsciously) want to take the doll. Should someone else gain possession of the doll (the urge may be modified by SD), the doll will come to represent the querent, thus allowing the owner to control the querent.

Negatively aspected: The querent disappears. Unbeknownst to his party, he has reappeared elsewhere in the world—as a slave. If he decides to escape his lot without help, well... good luck.

Simplified effects: The weight of all the querent's personal possessions doubles. The querent's ability to carry more weight, unfortunately, does not.

Princess of Rods

Positively aspected: Querent develops telekinetic powers. Treat as the ability to throw a *Telekinesis 50#* spell (Open Mentalism list: Telekinesis, *SL* p. 114) at will.

Neutrally aspected: An odd 'thump" in his chest leads the querent to suspect he has undergone a change. As he may later discover, his heart is now made of eog. This results in the following effects: heart criticals have no effect, +5 to RRs vs. Essence and Channeling but -5 vs. heat- and cold-based elemental attacks, +5 to chance of spell fumble (i.e., querent fumbles on a 1 – 10).

Negatively aspected: Why would anyone want to cover up such a pretty face? Well... whether he wants to or not, the querent can't. All attempts to alter his appearance (via Disguise skill, Illusions or Misfeel spells, etc.) will fail.

Simplified effects: What a ham! Querent gains +50 to his Acting skill.

Prince of Rods

Positively aspected: An air of nobility surrounds the querent. His manner, bearing, and general appearance leaves observers with the impression that he is an important and powerful person. Treat as a constant *Aura* spell (Open Channeling list *Light's Way*, *SL* p. 41).

Neutrally aspected: Now believing that 'an armed society is a polite society', the querent will *never* relinquish his weapon. He will carry it with him at all times (even sleep with it), and refuse requests to 'leave his weapon at the door'. However, he will never fumble his weapon in combat. Also, he is much harder to disarm; any 'disarm' results from criticals received are ignored, and anyone attempting to use Disarm skill against him will do so at -75.

Negatively aspected: Fascinated by the power and beauty of fire, the querent becomes a pyromaniac. Whenever he rolls a 66, the querent will seize the first opportunity he has to set something on fire. The GM may also want to make additional periodic checks for manifestation of this impulse.

Simplified effects: Oh, thou fleet of foot—+10 to the querent's QU bonus.

Queen of Rods

Positively aspected: Now blessed with a new mental agility, the querent cannot be stunned (if affected by a critical from the Stun table, he will still be affected by non-stun damages, such as concussion hits).

Neutrally aspected: The querent finds that he is now immune to *all* effects from poisons. Sad to say, however, he is also immune to *all* effects from herbs as well.

Negatively aspected: The querent becomes extremely revenge-motivated. He will attempt to repay any perceived insult or injury in kind—including those conferred accidentally. Thus, a party member who fumbles his weapon and accidentally hits the querent had better watch his back!

Simplified effects: The querent suddenly attacks a nearby party member. He will continue to attack until he either dispatches his opponent or is subdued in some fashion.

King of Rods

Positively aspected: The querent finds that if he concentrates, he can actually see 'essence flows'. This will allow him to perform such tasks as identifying earthnodes, evaluating how much power is in a magical object (although the specific powers will not be known), determining when an essence user is getting ready to cast a spell, etc.

Neutrally aspected: If the querent is of a non-spell-using profession, he draws again. However, if the querent is a spell-user, this card has the following effects: If he casts a spell and does *not* fumble, he must roll again. If the die roll is 96 or above, the spell has an unpredictable, unintended effect.

Table of Effects (roll d6): 1 = Range is halved (or, if range is 'Touch' or 'Self', spell travels and affects a random nearby target); 2 = Duration is halved (or, if no duration or duration is concentration, effects are halved—half damage or half no. of targets, for example); 3 = Duration is doubled (or, as above, effect is doubled); 4 = A different, random spell of up to 20th level is cast from the same spell list as the intended spell (same targets, if not otherwise designated by the spell); 5 = As 4 above, except spell is cast from a random base list of the caster's profession (caster need not know the list); 6 = As 4 above, except spell is cast from a random base list of *another* profession of the same realm.

Negatively aspected: Querent becomes extremely bigoted vs. one race. Treat as the spell *Prejudice* (Evil Mentalist base list: Psychosis Mastery, *SUC*, p. 78–79).

Simplified effects: Querent is affected by a *Torment* spell (Evil Magician base list: Physical Erosion, *SL* p. 95).

Ace of Cups: Root of Water

Positively aspected: Creatures of the water (fish, water elementals, etc.) will view the querent as a master, and will follow commands given to them by the querent to the best of their ability.
Neutrally aspected: A magical fountain appears before the querent, from which he and/or his companions may drink. If any decide to do so, the water's effects are random. Roll a d6: 1 = Permanently lose -5 from base hits; 2 = Affected by a level 10 poison; 3 = Fall asleep for 1 – 6 hours; 4 = May cast a Waterbolt at will (1x only); 5 = Cure one injury (could include the restoration of HPs to normal level), poison, *or* curse (GM's choice); 6 = Gain a permanent +5 to base hits. After the querent and each of his companions have made their decisions to drink or not, the fountain disappears.
Negatively aspected: The querent develops a fear of water. His RRs vs. water-based attacks are at -10, and he is -50 to perform water-related skills (e.g., Swimming, Sailing, etc.). If he is a spell-user, he can no longer cast any water-based spells (Waterbolt, Waterwall, etc.).
Simplified effects: He may or may not be able to swim, but the querent is now certainly unable to drown.

2 of Cups: Love

Positively aspected: A loved one that the querent has lost to death is resurrected. GM's discretion as to how to handle this—for example, the loved one may appear immediately before the querent, or perhaps the querent will not discover this until he returns home and finds his loved one awaiting him.
Neutrally aspected: The querent now knows a touching 'Love Story' that he may tell with a +100 bonus to his Tale-Telling skill. All who hear the story are moved and enthralled by it (i.e., they will not initiate any other action). Once a person has heard the story, however, he will have a tendency to periodically beg the querent to retell it—often very insistently. If he isn't careful, the querent could find himself giving frequent command performances for local nobles.
Negatively aspected: The querent becomes narcissistic and vain. He constantly primps and preens, and may dress foppishly. In addition, whenever he encounters a mirror (save any he may carry with him for purposes of grooming), he will become transfixed by his own reflection for 1 – 10 minutes, or until he is forcibly interrupted.
Simplified effects: An increase in the querent's self-love makes him less sensitive to the needs and feelings of others. Permanent -10 to Em bonus.

3 of Cups: Abundance

Positively aspected: Whenever the querent suffers loss of a appendage—finger, foot, leg, nose, etc. (sorry—not head!), he will automatically regenerate the missing body part in 1 – 10 days.
Neutrally aspected: The querent can have all the power he wants—at a trade-off. For every point he subtracts from a temporary stat, he may add 1 to his PPs for the day or +5 to an action. The temporary stat selected must be at 90 or above at the beginning of the day (although he may reduce it well below 90 throughout the course of the day), and he can only return the stat to its original value through normal level-advance stat gain rolls. (Remember that reducing the stat may also reduce its bonus.)
Negatively aspected: Anytime the querent *receives* (*not* delivers) a critical, he must roll. On a 91 or above, he receives 1–4 *extra* criticals of the same severity and type (although the value for each critical should be rolled separately).
Simplified effects: The querent now possesses a sort of 'built-in' +3 adder. He has the ability to cast three extra spells per day *in addition to* any adder or multiplier that he may already possess.

4 of Cups: Luxury

Positively aspected: Sometime in the near future, a well-to-do merchant or noble or heir (same sex as the querent) will take a liking to the querent. He will desire to insure that the querent wants for nothing. While this friendship lasts, the querent will always have a nice place to stay (with the friend), good food to eat, decent and perhaps opulent clothes to wear, etc. Note that this does not mean that the friend will simply hand money or valuable objects to the querent on whim or demand; he will simply insure that basic needs are met in a somewhat more-than-adequate fashion.
Neutrally aspected: At some point in the future, the querent will be offered an attractive opportunity to work for an influential individual (perhaps a nobleman) in a high-status, well-paying job. If he accepts, he *must* give up the 'adventuring life', and devote his full-time attention to his work (and enjoying its benefits). If he returns to adventuring, he must permanently give up his position. Whether or not this would 'tick off' his employer is up to the GM; the employer may allow the querent to go with his blessing, or he may swear revenge, or even imprison him if he has entrusted the querent with important secrets, etc.
Negatively aspected: The querent develops 'expensive tastes' in all things, always wanting to purchase the best that his money can buy (or perhaps *more* than his money can buy). GM should work to ensure that whenever the character expresses a need or desire to purchase an object, he walks away with the best or most ostentatious (and often most expensive) one in the shop.
Simplified effects: The querent can afford to be a little lazier—when asleep, he may make General Perception rolls to detect noises and motion as if he were fully awake.

5 of Cups: Disappointment

Positively aspected: Discouraged by locks? Not the querent. Any lock he touches will automatically open (this will not prevent any non-disarmed traps from being set off, however).
Neutrally aspected: At the end of each adventure, when treasure is divided up, one of the items that the querent receives

(select at random) will turn out to be illusory—the item looks and feels real, but has no powers/abilities (including 'normal' weapons, which will do no damage if used). However, he will still be able to sell the item to someone for a reasonable price.
Negatively aspected: The querent becomes prone to fits of despair. Once a week, the emotion will become so intense that he must make a roll on the Depression critical table (see *RMCIII*, p. 89). Roll D100: 01–35 results in an 'A' critical, 36–65 is a 'B', 66–85 a 'C', 86–95 a 'D', and 96–00 an 'E'.
Simplified effects: No effect. Sorry.

6 of Cups: Pleasure

Positively aspected: A shower of magical confetti rains upon the querent, who realizes that he now knows the Open list: Pleasures to 10th level (*RMCIV*, p. 67). Casting from this list still costs the querent normal PPs.
Neutrally aspected: The querent is now addicted to an herb (select randomly from *ChL&CaL* herb chart, pp. 21–22), and will suffer debilitating withdrawal symptoms if he does not take it daily. Because the querent has effectively developed tolerance to the herb, it will not impart its normal effects to him, but for 4 hours after taking the herb, he will be at +10 on all actions due to a 'pleasant high' the herb provides.
Negatively aspected: The querent believes that he has received a beneficial effect from drawing this card, when, in fact, there has been no effect other than this delusion. GM should randomly select an effect from the 'Positively aspected' category, and describe it in vague terms to the player (e.g., "You feel as if you might be able to cast some spells from some sort of Prosaic list".)
Simplified effects: Querent is magically presented with an unusual object—a 'bard in a bag'. The bag is purse-sized. The querent may open the bag at any time, and a normal, human bard will appear. The bard can only entertain—but he is very entertaining indeed (+100 to all 'bardish' entertainment skills, such as Singing, Poetic Improvisation, etc.). Upon command, the bard will return to the bag until called forth again.

7 of Cups: Debauch

Positively aspected: Querent gains an increased ability to 'corrupt' others. In this instance, 'corrupt' is defined as convincing the target to do something he or she might otherwise not do. This translates into +50 to Duping and Seduction skills.
Neutrally aspected: Querent becomes extremely susceptible to the effects of intoxicating drugs (e.g., alcohol, opiates, etc.). He cannot develop any levels in Drug Tolerance for such substances, and any he has are lost. When under the effects of these drugs, querent has +10 DB, -10 OB, -25 initiative, rounds of stun are halved, concussion hits received are halved, -10 to all perception skills, and -10 to all maneuvers.
Negatively aspected: Querent develops a marked weakness for 'pleasures of the flesh' (e.g., wine, women—or men, gambling, etc.). He will pursue such pleasures to the exclusion of all else, doing just enough 'work' to gain money or opportunities to satisfy his habits.
Simplified effects: Querent is in a permanent state of 'uncleanliness'. Bathing does not remove the dirt from his body, and he now has a malodorous air that is detectable from 30'.

8 of Cups: Indolence

Positively aspected: Despite the fact that he has done nothing special to earn the privilege, the querent is allowed to increase his personal potential. Player rolls for new potentials based on his *current* (*not* original) temporary stat values, and keeps the higher of the two potentials.
Neutrally aspected: The querent immediately falls into a magical sleep, has a nice dream, and wakes up an hour later.
Negatively aspected: The querent becomes lazy and unhelpful. He will not participate in any activities requiring 'team effort', and will perform only minimal work to 'get by' on a day-to-day basis.
Simplified effects: From now on, all of the querent's actions expend x2 normal exhaustion points.

9 of Cups: Happiness

Positively aspected: A sincere wish previously expressed by the querent is granted (within reason). For example, if the querent has been known to sigh 'I'd sure like to get me a spell multiplier some day', a 2x or 3x multiplier may suddenly appear in his hand.
Neutrally aspected: Querent becomes very good-natured and difficult to anger. -25 to initiating Frenzy; +25 to terminate Frenzy; -25 in combats not related to survival (i.e., -25 to attacks initiated by the querent's party); +25 to Seduction skill.
Negatively aspected: Life is funny, isn't it? The querent thinks so. Whenever he rolls a 05 or less, he will be incapacitated for 1 – 10 rounds by uncontrollable laughter.
Simplified effects: Querent may now ignore *all* criticals of *one* type (that would make *you* happy, wouldn't it?). Roll d8 to determine type: 1 = Cold, 2 = Electrical, 3 = Heat, 4 = Impact, 5 = Krush, 6 = Puncture, 7 = Slash, 8 = Unbalancing.

10 of Cups: Satiety

Positively aspected: The querent's body metabolism becomes amazingly efficient; querent only requires one solid, nutritious meal per week to survive and thrive.
Neutrally aspected: The querent will never be satisfied with his performance in any action. Because of increased focus on attaining perfection, all non-magic, non-combat maneuvers are at +10. However, after completing a maneuver, he must roll. On a 76 or above, he insists on repeating the maneuver again ("That wasn't right—I gotta go down and climb that rope again"). Even after repeating a maneuver, he must roll again—another 76 or above means another attempt.
Negatively aspected: The querent's body weight doubles. The weight gain is all fat—no additional muscle mass (and thus, no additional strength) is gained (save that required to support the querent's now-massive frame).
Simplified effects: Oh, my stomach! Querent feels as if he has stuffed himself excessively at an incredible feast. -25 to all actions for the remainder of the day while he recovers.

Princess of Cups

Positively aspected: An unnatural dexterity and gentleness allows the querent to handle and use things without damaging them (brittle pages or scrolls that would crumble to the touch, for example). He will never break objects by accident.
Neutrally aspected: The querent loses -5 permanently from his Re bonus (*not* the stat), but gains a permanent +5 to his IN modifier.
Negatively aspected: Querent begins to suffer from a sort of 'verbal dyslexia'. He is still able to express his thoughts, but the words come out in a jumbled order. -100 to all skills requiring verbal maneuvers, including spells with a verbal component. The player should be encouraged to role-play this if possible, forcing other players to decipher his statements.
Simplified effects: Now in tune with the spirit of the Princess of Cups, the querent gains 20 levels in Poetic Improvisation skill.

Prince of Cups

Positively aspected: The querent, if he desires, is able to bring an artistry to everything he does. His spells may be accompanied by beautiful, breathtaking special effects. His fighting skills may be punctuated by impressive, sweeping strokes and acrobatic maneuvers. This does not subtract from his die roll, although if done indiscriminately, it could draw unwanted attention. In certain situations, neutral or unfriendly observers may be awed or intimidated by the querent's obvious skill, subtracting -10 from their actions (GM's discretion).
Neutrally aspected: A bizarre magical allergy affects the querent; treat as the background option 96–97 from the 'Special Abilities' background chart (*ChL&CaL*, p. 68).
Negatively aspected: Although not actually transformed, the querent will begin to display 'vampiric tendencies'. He will tend to shun light, and will exhibit a desire to drink blood (whether he actually commits murder to assuage this desire should be determined periodically by a die roll modified by SD). In addition, he will be drawn to actual vampires, with a -25 to his RRs vs. any spells actually cast on him by vampires.
Simplified effects: From now on, all criticals that the querent receives in combat will be 'Slaying' (i.e., ignore 'A', 'B', 'C', etc.—go straight to the 'Slaying' column of the 'Large/Super Large' criticals chart).

Queen of Cups

Positively aspected: Increased powers of imagination now make it possible for the querent to comprehend the incomprehensible. +50 to all RRs vs. insanity. +50 in all situations requiring orientation to novel situations (such as interplanar travel).
Neutrally aspected: The querent gains a limited ability to predict future events at will (treat as an *Intuitions V* spell, Seer base list: Future Visions, *SL* p. 121). However, he will now have a remarkably difficult time recalling anything that has happened to him in the past—even the simplest memory searches should be handled by a Mnemonics roll at -50.
Negatively aspected: A limited visual illusion envelops the querent that makes him appear as something (*not* someone) else. The illusion is the same size as the querent. For example, he might appear to be a very large bird, or a small tree, or a huge marshmallow (get creative, GM!). The illusion will always be more odd than fearsome, and will cause the querent to always attract attention (who's ever seen a giant walking marshmallow, after all?). Reactions to the querent will vary, depending on the illusion and the people he encounters.
Simplified effects: Did you see a giant, purple, fire-breathing buffalo with green toenails float by just now? The querent did.

King of Cups

Positively aspected: The querent develops an especial enthusiasm for one activity. Each time he advances a level, he will gain one extra rank in a selected skill (select randomly; may be different each time). He need not already have ranks in the skill.
Neutrally aspected: Querent delivers 2x damage when using fire attacks (spells, *Fireblades*, torches, etc.), but receives 2x damage from water-based attacks (including *Waterbolts*, water elementals, drowning, etc.).
Negatively aspected: The ever-present question now on the querent's mind is "what's in it for me?" Unless he can be provided with a good, self-serving argument for doing so, the querent will refuse to take any cooperative action or participate in any 'team' activities.
Simplified effects: He'd just as soon take a nap anyway...-10 to all RRs vs. sleep magic.

Ace of Swords: Root of Air

Positively aspected: The querent becomes super-sensitized to subtle shifts in air currents, temperatures, etc. He gains a +25 bonus to his Weather-Watching skill. Also, once a month, he may cast the 50th level spell *Weather Mastery* (Open Channeling list: Weather Ways, *SL* p. 39) without expending PPs.
Neutrally aspected: A blast of magical wind disintegrates the querent's weapons and armor. They are replaced with a magical 'wind weapon' of a type equivalent to the querent's primary weapon (special abilities that the original weapon may have had are lost), and 'wind armor'. These items have no weight, no encumbrance, and are so wispy and tenuous in nature that they are practically invisible. The weapon is +15, magical, and delivers an additional Stun critical equal in severity to any normal critical obtained. The armor protects as AT/14.

Negatively aspected: The querent now requires more air than usual to function normally. At 2,000 ft. above sea level, he operates at -10, and is penalized -5 for each additional 1,000 feet above sea level. He may also incur penalties when weather or area conditions include stagnant air patterns or highly humid conditions. Finally, he can only hold his breath for half as long as usual, giving him a -10 on Swimming maneuvers made at the 'Hard' level or above.
Simplified effects: The querent's primary weapon turns to smoke and dissipates upon the breeze (no RR for magical weapons).

2 of Swords: Peace

Positively aspected: Querent gains the ability to cast a *Calm I* spell (Closed Channeling list: Calm Spirits, *SL* p. 45) at will (e.g., costs the querent no PPs), although he must concentrate to maintain the magic's effects. Once a week, the querent may also cast a Calm spell (lasting 1 min/level of the querent) affecting everyone within a 100'R of himself.
Neutrally aspected: Querent can now put the 'souls of the restless undead' to rest. Querent gets a BAR (must be within 100') at his level; one 'self-willed' undead (i.e., not merely animate bodies, such as zombies) gets a RR at its level. If the querent is successful, the soul of the undead creature is dispelled and is 'at peace' in the realms of the quiet dead. If the querent is unsuccessful, his target will be enraged and direct all of its attacks at the querent until one or the other is destroyed.
Negatively aspected: Querent may never be the first to attack in a combat situation. In addition, there is a 10% chance (roll at the beginning of combat) that the querent will decide not to fight at all, instead attempting to do what he can to get all parties to cease fighting; in such situations, he may continue to use such skills as Parry, Subdue, Disarm, Diplomacy, Calm spells, etc.
Simplified effects: Querent gains a dove as a familiar (this may be in addition to any other familiars he has).

3 of Swords: Sorrow

Positively aspected: Once per week, the querent may now 'demoralize' all opponents within a 10' radius. The opponents will have a -10 to all actions taken against the querent, and -25 RR to any fear or subjugation-type spells that the querent casts upon them.
Neutrally aspected: A book appears before the querent. He may read it immediately, or he may take it with him and read it later (it will always be written in a language that the querent can read—if he can't read, it will be a picture book). The book takes only about 5 minutes to finish. The story is a particularly poignant tragedy. After reading it, the book disappears, and he must roll d100 + SD bonus – Em bonus. If the total is 51 or above, the querent learns a valuable lesson from the story; he cannot be deceived by others (i.e., he always knows when another is intentionally lying to him). If the total is 50 or below, the querent becomes profoundly despondent; whenever he rolls a 10 or below, he will cease all activity and cry for 1–10 minutes.
Negatively aspected: Querent becomes suicidal; there 10% base chance per week that he will attempt to take his own life. If he suffers a personal setback/defeat, there is a 25% chance he will make an attempt on-the-spot.
Simplified effects: How sad. Querent is now deaf.

4 of Swords: Truce

Positively aspected: Querent gains empathetic knowledge of the motives of anything or anyone which takes offensive action (need not be combat-oriented) against him or his party. This could include hunger, instinct, hatred of the querent and/or his party, desire to destroy 'trespassers', etc. If desired, he may use this knowledge to parlay appropriately with his opponent(s) at a +50 bonus.
Neutrally aspected: If the querent is able to grasp the hand of an opponent/enemy, the two will go into 'stasis'. Neither may take action while in stasis. No time seems to pass for them, and any injuries they have will be nullified until they leave the stasis state. The 'lock' between the two can only be broken if others physically separate them (pull or knock them apart, for example).
Negatively aspected: Sometime in the near future, a 'friendly' person or party encountered by the querent will turn out to be (a) deceitful foe(s). After making overtures of cooperation and camaraderie to gain advantage, the opposing person/party may attack, rob, kidnap, etc. the querent (and his group, if appropriate).
Simplified effects: Trusting fool. Permanent -25 to the querent's Lie Perception skill.

5 of Swords: Defeat

Positively aspected: From now on, each time the querent vanquishes an opponent (i.e., his opponent is killed, is subjugated, or surrenders), the querent automatically regenerates 25 HPs (but not to above his total hit value).
Neutrally aspected: In the future, the querent 'earns' one extra development point each time he defeats an opponent *without* killing him (e.g., opponent flees, is captured, etc.). However, the querent loses DPs whenever *he* himself is defeated (e.g., querent flees, is captured, etc.). Bonus or deficit DPs must be immediately 'cashed in' or removed when the querent advances a level, at which point, he is returned to his normal DP level, and thus restarts the cycle of DP accumulation or loss.
Negatively aspected: Despite skill, luck, and best efforts (and good die rolls), the querent will simply lose the next combat he engages in. The GM may handle this by adjusting the querent's rolls downward by -50 to -100 (as needed to give the advantage to the opponent), or may adjust the opponent's rolls upward, or both.
Simplified effects: Querent now has a permanent -10 to *all* OBs.

6 of Swords: Science

Positively aspected: In the future, the querent may choose one (and only one) spell he observes being cast by another being to permanently add to his 'spell repertoire'. The querent may then cast the observed spell at will 1x/day, without preparation and without spending any PPs.

Neutrally aspected: Disciplined by a newfound reason and logic, the querent gains 10 pts. to his temporary and potential Re stat (max. 101, or, if already at or above 101, add +1). However, he loses 10 pts. from his temporary and potential IN stat.
Negatively aspected: The querent begins to have doubts about the validity of magic. From now on, whenever the querent rolls a 00, he loses any spell-casting ability (including casting spells from items) for 1 – 10 hours.
Simplified effects: An newfound understanding of bodies in motion allows querent to double his range without penalty when firing missile weapons or elemental attack spells (bolts or balls).

7 of Swords: Futility

Positively aspected: The querent cannot be trapped. If he is imprisoned (including by spells such as 'Mystical Cage', but not including spells which merely impede, such as 'Wall' spells), entrapped, or finds himself at a dead end, he will be (if he desires) teleported to a random, unrestricted area within 100'.
Neutrally aspected: No matter how hard he tries, the querent will never again be able to walk and whistle at the same time.
Negatively aspected: The querent experiences an odd jolt in his limbs. As he will discover later, he is no longer able to deliver a killing blow in combat (or otherwise), although he may inflict damage up to the final stroke. If the querent actually *does* deliver a killing blow to his foe, the foe is instead instantly restored to full health.
Simplified effects: Querent loses all of his development buys for this level (only). He will advance a level as normal, but he will not advance in ranks for any skill.

8 of Swords: Interference

Positively aspected: An odd electromagnetic field forms around the querent. As a result, spells cast against him are only half as effective (i.e., duration is halved, damage is halved, etc.). Strangely, the field does not affect spells cast by the querent himself.
Neutrally aspected: The querent finds that extremes of temperature now facilitate his ability to concentrate. All of his Concentration skills receive at +10 bonus below 32° and above 90° F. Unfortunately, normal temperatures have the reverse effect—-10 to Concentration rolls if the temperature is between 50° – 80°.
Negatively aspected: A sudden mental block causes the querent to entirely forget a random skill or spell list (GM's choice). The querent will not be able to re-learn the forgotten information.
Simplified effects: A magical force interferes with attacks made against the querent. Regardless of his attire, the querent takes damage as if protected by AT20 (encumbrance penalties are still based on the querent's actual clothing).

9 of Swords: Cruelty

Positively aspected: Even if he *is* evil, the querent gains the ability to resist evil. Evil spells cast on the querent (including those caused by the triggering of evil or cursed items) are at -25. The querent is also at +25 to resist attempts by evil entities to seduce or trick him.
Neutrally aspected: Under stress, the querent will become prone to fits of uncontrollable Frenzy (base 20% chance, or 35% chance in melee). Even with Frenzy skill, the querent will not be able to prevent these fits, although the effects are the same as for voluntary Frenzy (see *RMCII*, p. 30). The Frenzied state will continue until the stressful object/event has been eliminated.
Negatively aspected: Other members of any party of which the querent is a member will feel compelled to taunt and humiliate him (the severity of these taunts should be dependent upon the PC's personality). For example, they may tease him, or play nasty practical jokes on him—even inflict physical harm if they already possess cruel and insensitive tendencies.
Simplified effects: Querent receives a permanent +50 bonus to his Interrogation skill.

10 of Swords: Ruin

Positively aspected: The querent will now deliver 'Slaying' criticals against one class of 'enemies' (e.g., humans, wolves, goblins, undead, ogres—GM's choice).
Neutrally aspected: The querent simply dies. No physical damage is done to the body, although it does deteriorate as expected if not preserved in some fashion. If he is resurrected, he will gain a permanent +15 to his Co modifier (*not* the stat).
Negatively aspected: Next time he returns home, the querent will find his non-adventuring life has been destroyed. The exact effect of this depends on the querent's background—his property may have been burned down, his belongings stolen, his family killed, crops ruined, etc. (GM should feel free to get really nasty, as traditionally, many consider this to be the worst card in the deck.)
Simplified effects: Querent is stripped of all his hard-won experience and possessions. He returns to 1st level abilities (10,000 EPs, 0 and 1st level skill ranks only, although player may choose what these are), loses all possessions except for basic (non-magical) weapons and armor, and forgets all spell lists except for those which could obtained by 1st level (player *or* GM may choose).

Princess of Swords

Positively aspected: Now imbued with new-found grace and an ability to concentrate, the querent may perform maneuvers as if they were one level lower than their actual difficulty (e.g., Easy becomes Routine, Hard becomes Medium, etc.).
Neutrally aspected: A random member of the querent's party becomes aware of the querent's every move. No matter where he is or what he is doing, the party member may know, if desired. This might be useful if the querent is in trouble, but the querent can also kiss his privacy good-bye. Note that this effect does not confer the power to read the querent's thoughts.
Negatively aspected: Despite conventional propriety and possible insistence from others, the querent will refuse to wear any clothing (including armor). He may still wear normal packs or other carrying gear. If anyone attempts to 'dress

him', he will resist, and if he ever finds himself wearing clothing, he will remove it.
Simplified effects: The querent can no longer be affected by any 'Evil' magic (i.e., spells cast from 'Evil' spell lists).

Prince of Swords

Positively aspected: The querent becomes a little more 'clever', allowing him to see additional possibilities in many situations. +10 to the following skills: Mechanition, Gimmickry, Rope Mastery, Camouflage, Trap-building.
Neutrally aspected: Thoughts from the minds of nearby others now randomly intrude into the querent's thoughts. The querent cannot control when this happens. He may, at first, have a difficult time of figuring out whether these thoughts are his own or another's. (Suggestion to the GM for achieving a 'truly' random cue for this event: choose a common but not-too-typical word that comes up occasionally in gaming conversation—e.g., something like 'stat' or 'horse' or 'pizza'. Whenever you or one of your players use the word, 'throw a nearby thought' at the querent.)
Negatively aspected: Whenever he 'creates' something (a magic item, a crafted item, or builds a trap, writes a book, etc.), the querent is overcome by an irresistible urge to utterly destroy it. After he completes the item, make a roll minus SD bonus on the 'Hard' column of the maneuver chart to determine the amount of the item damaged before the querent gets himself under control.
Simplified effects: A horrible scarring appears on the querent's face, permanently lowering his appearance by d10 x 5.

Queen of Swords

Positively aspected: Each day, upon awakening, the querent may designate a special ability that will serve him for the next 24 hours. Select abilities as 'A' picks from any category on the Innate Stat Abilities chart (see *RMCIII*, pp. 32–34). Note that the querent may not choose another ability until he gets at least 6 hours of sleep.
Neutrally aspected: Keen perceptive abilities are bestowed upon the querent. Small details almost 'jump out' at him; +25 to all Perception skills. However, this ability comes at a cost—because his senses cannot selectively screen out sensory information, he is at -25 on all Concentration skills.
Negatively aspected: The 'powers that be' become very unforgiving of the querent's 'errors'. Anytime the querent fumbles a weapon or spell, or receives a 'fail' result for a maneuver, he receives a 'C' Impact critical in addition to any effects resulting from his failure.
Simplified effects: Querent may, if he concentrates, see through any non-magical solid material for a distance of 6'.

King of Swords

Positively aspected: An incredible ability to adapt quickly to new sensory information means that the querent need never make orientation rolls—he terminates actions with full awareness of his position and situation.
Neutrally aspected: The querent and all items he carries now turn invisible at random times (whenever the GM or *any* player rolls a 66) for 1 – 10 rounds. If he strikes or is struck while invisible, he becomes visible for *one round only*, then returns to the invisible state for the remaining rounds.
Negatively aspected: An odd-feeling breeze passes over the querent's scalp—odd because the querent is now bald!
Simplified effects: Querent permanently shrinks to half his current height. Note that this will affect his movement rate.

Ace of Pentacles: Root of Earth

Positively aspected: The querent suddenly gains knowledge of the 1st–10th level spells of the Arcane list: Earthblood's Ways (*RMCI*, pp. 11–12). Casting spells from the list, however, still requires normal casting time and PPs.
Neutrally aspected: The solid-but-heavy effects of earth power are felt by the querent. His total hits are permanently increased by an additional 20% (that is, 20% over and above the bonus provided by his Co modifier), but he requires an extra 25% sleep time.
Negatively aspected: Weighed down by the inert spirit of earth, the querent's reactions are permanently slowed. His initiative is cut in half, he cannot be affected by Speed or Haste spells, and miscellaneous reaction times are reduced by 25%.
Simplified effects: A pool of quicksand appears immediately underneath the querent, and he begins to sink at a rate of 1'/minute. Any attempt he makes to free himself unaided is at -100. Aided attempts to free him are at -25. If the querent is unable to free himself, he will drown.

2 of Pentacles: Change

Positively aspected: The querent can will his skin, clothing, and/or armor to change color at will (may be any color, or a blend of colors). It is up to the GM and player to determine what effects this ability has in any situation, but one possibility is that with a suitable color choice, Hiding bonuses might be increased by +25.
Neutrally aspected: Querent is subjected to a random type 'C' changeling effect (see *RMCII*, pp. 13–14).
Negatively aspected: All coins and loose gems currently carried by the querent are turned to stones. The querent might not notice this until it comes time to pay for dinner, however.
Simplified effects: The querent is transformed into a being of another race. Choose new race randomly from *ChL&CaL* Race Abilities table, p. 51.

3 of Pentacles: Works

Positively aspected: Whether or not the querent is an alchemist, he suddenly receives insight into how to construct a magic item of 'Potent' ability. While he still must purchase the necessary construction materials and gain access to PPs (if he has none), he inherently knows the procedures and spells needed to get the job done. Once the item is constructed, the knowledge of how he built it fades. The GM may decide the nature of the item to be built, or he may allow the player to select its abilities subject to GM approval.

Neutrally aspected: A sudden materialistic interest engages the querent. He gains a +25 bonus to Evaluation, crafting-type General skills, and lore-type Academic skills, but is at -25 for all Meditation and non-lore-type Academic skills.

Negatively aspected: A random magic item owned by the querent loses *all* of its magical abilities—permanently.

Simplified effects: Querent gains +50 to either his Leather-working, Painting, Sculpting, Stone-crafts, or Wood-Crafts skill (querent's choice).

4 of Pentacles: Power

Positively aspected: Querent gains the ability to draw PPs (if spell-user) or strength (if non-spell user; semi-spell users get choice) from an earthnode. Querent must be inside the earthnode, and must concentrate (no other activity) for 5 min./1 PP or +1 to St bonus gained (querent may go above his normal level of PPs). The gain is temporary, however, and will disappear after 4 hours (e.g., any of extra PPs gained in this way will be lost if not cast within 4 hours).

Neutrally aspected: If the querent is a spell user, he is able to cast spells from one list for only half the normally required PPs (round up), but another list will cost him double PPs. If the querent is from the realm of arms, he gains two levels for every one level developed for one weapon (retroactive), but receives only one level for every two levels developed in another. The GM should choose the lists or weapons affected. If the querent is a semi-spell user, the GM should select which of these options to use.

Negatively aspected: A sudden 'magic overload' affects all the querent's magical items. Roll on the appropriate (e.g., matched to total number of magic items carried by querent) column of the 'Magic Item Interaction' table from *AlCo*, p. 182. Since this card is 'Negatively aspected', the GM may wish to have the player reroll if the results are inadvertently beneficial.

Simplified effects: If querent is a spell-user, he gains his total PP amount (base PP x multiplier, if any) *over and above* his current PP total (may take him above his normal total PPs); he keeps these PPs until they are spent (i.e., they do not regenerate). If querent is of the realm of arms, he gains his total hits *over and above* his current HP total; again, he retains these HPs until damaged in combat—they do not regenerate.

5 of Pentacles: Worry

Positively aspected: Concerned about what's going on behind your back? The querent develops 'eyes in the back of his head'. If he concentrates for three rounds, he gains the ability to see as if his eyes were located on the back of his head (although no eyes actually appear there). While viewing in this manner, he cannot see using his normal eyes, but by concentrating for a round, he can shift his sight back to a normal orientation.

Neutrally aspected: Higher levels of anxiety now characterize the querent's every action. Roll before any maneuver: 1-30 = too much stress, -25 to the action; 31-70 = character can handle the stress level, no effect; 71-00 = beneficial stress, +25 to the action.

Negatively aspected: The querent becomes a hypochondriac. He frequently imagines himself to be injured or ill, and he believes any actual injuries or illnesses to be much more serious than they truly are. If the GM trusts the player's ability to role-play this effect, he may wish to inform the player privately and let the player enjoy driving the other players crazy. Alternatively, the GM may keep this information from the player, and simply make up or exaggerate symptoms from time-to-time (for example, if the character takes 5 hits in a combat and is bleeding at 1 per round, the GM may inform the player that he has taken 10 hits and is bleeding at 3 per round—but a good Diagnostics roll by another player would refute this information).

Simplified effects: Worrying too much about everything else constantly distracts the querent. -10 to *all* Concentration skills.

6 of Pentacles: Success

Positively aspected: Querent may choose one non-magical, non-combat, non-perception skill at which he will never fail (e.g., Climbing, Metal Lore, Foraging, etc.).

Neutrally aspected: Whenever the querent succeeds at a non-combat maneuver, he must roll. 50% chance his effort has exhausted him, and he must spend 10 minutes recovering. 50% chance that his success invigorates him, giving him +10 to all activities for the next 10 minutes.

Negatively aspected: The querent becomes overconfident of his abilities. He rushes all activities 1 round (e.g., casts spells 1 round earlier, fires missiles with 1 less round of preparation, etc.). He must, of course, take the associated penalties for hurrying his actions.

Simplified effects: All non-combat, non-spellcasting maneuvers (active *and* static) that the querent attempts during the next 24 hours will automatically *succeed*.

7 of Pentacles: Failure

Positively aspected: Next time the querent unknowingly attempts an action which would cause him great harm and manages to succeed in the action, he will actually fail, thereby avoiding the danger.

Example: The querent attempts to pole-vault over a wall. His die roll indicates success, but a deep pit containing 300 alligators is located in the querent's landing path. Mysteriously, as the querent reaches the pinnacle of his vault, he slowly begins to fall backwards; the glimpse he receives of the wall's far side just before he descends tells him just how fortunate he is to have failed!

Neutrally aspected: There is now a base 10% chance that any spell cast on the querent (detrimental *or* beneficial) will fail. When the spell is cast, roll d100; on a 10 or less, the caster loses the spell points, but the spell has no effect. If the spell does not automatically fail, the querent gets his normal resistance roll.
Negatively aspected: The querent becomes unable to further his ability in a random skill which he is currently developing (this will not be discovered until he advances a level); all attempts to obtain additional levels in the skill will fail and the development points will be lost if he tries.
Simplified effects: All non-combat, non-spell-casting maneuvers (active *and* static) that the querent attempts during the next 24 hours will automatically *fail*.

8 of Pentacles: Prudence

Positively aspected: An informed caution characterizes the querent's business dealings. +30 to all trading skills.
Neutrally aspected: A single dose of the herb Vir Jai (see *SUC*, pg. 18) appears in the querent's hand. He may choose to keep it or ingest it, but if he keeps it and attempts to sell it or give it away, the herb will disappear.
Negatively aspected: You can't be too careful, y'know. The querent now takes twice as long to get ready for action—double the rounds of preparation required for spellcasting and ranged weapons.
Simplified effects: Suddenly realizing that people who engage in direct combat often get hurt, the querent can now only fight from a distance using ranged weapons (or spells).

9 of Pentacles: Gain

Positively aspected: From now on, any payment or other monetary treasure that the querent receives will magically increase itself by 10%.
Neutrally aspected: A powerful magic item appears in the querent's hand (roll on the 'Most Potent' items table, *C&TII*, p. 83). However, the item is able to initiate Will contests with the querent; the winner controls the actions of the other. Will contests should be initiated any time the querent attempts to use the item, or anytime the GM determines that it would benefit the item to be in control.
Negatively aspected: Desirous of material wealth, and covetous of his companions' possessions, the querent will make periodic attempts to steal items from other members of his party. He will not act stupidly or rashly, but he will take advantage of any reasonable opportunity to filch what he can.
Simplified effects: A valuable object (choose randomly) appears in the querent's hand; if intelligent, the item will consider the querent its owner. Of course, the other party member who *used* to be the owner of the object is liable to be a little upset...

10 of Pentacles: Wealth

Positively aspected: A small chest appears at the feet of the querent. It contains a tidy sum of coins, gems, or jewelry (roll once on the 'Very Rich' column of the *C&T* Money, Gems, and Jewelry chart, p. 67).
Neutrally aspected: Querent gains a valuable item (select randomly from 'Potent' table, *C&TII*, p. 76). However, anytime the querent rolls a 66, he will forsake any other activity to stand and admire his prize.
Negatively aspected: The querent's energy level becomes inversely related to his personal wealth. The richer he becomes, the less he will want to exert himself. GM should assign, and continually adjust (based on the character's net wealth) a % chance that the character will refuse to engage in any activities requiring physical or mental exertion. (Watch out! If the character should somehow manage to become the richest person in the world, he may just lapse into a coma!)
Simplified effects: Querent is now 1,000 gold pieces richer. Of course, try and haul all those coins home...

Princess of Pentacles

Positively aspected: Once a week, the querent may, by touching a freshly-baked loaf of bread, change it into an enchanted bread type of his choice (for bread types, see chart in *ChL&CaL*, p. 23).
Neutrally aspected: The querent receives one gift and one geas from the Chaotic Tables (*RMCIII*, pp. 49–52).
Negatively aspected: A spirit of generosity touches the querent. He gives a random possession (GM's choice) to another party member (again, GM's choice). If the other character refuses, the querent will insist until his offer is accepted.
Simplified effects: Querent can now throw the 3rd level spell *Preservation* at will (Cleric base list: Life Mastery, *SL* p. 50).

Prince of Pentacles

Positively aspected: Once a week, and without spending PPs, the querent may cast a *Sound to Matter* spell (Arcane list: Sonic Law, *RMCIV*, p. 72).
Neutrally aspected: One of the querent's level bonuses is reduced from +3 to +2 (if the querent's class has no level bonuses of +3, then a bonus is lowered from +2 to +1); however, another of the querent's level bonuses is raised from 0 to +1 (select randomly from appropriate options). If level bonuses are not used, the GM should pick an appropriate class of skills to apply a -1/level penalty, and another to apply a +1/level bonus.
Negatively aspected: The querent has two left feet—literally. -25 to all applicable non-static actions until he learns to adjust to his new anatomy.
Simplified effects: Querent no longer requires sleep. He may regenerate power points every 24 hours with only 2 hours of meditation.

Queen of Pentacles

Positively aspected: The querent becomes a regular 'angel of mercy'. +25 to Diagnostics and First Aid skill.
Neutrally aspected: Querent becomes very 'moody'. At the beginning of each day, he must roll d100: 1–25—mood exceptionally negative, -10 to all actions for the day; 76–00—mood exceptionally positive, +10 to all actions for the day.

Negatively aspected: Although he may desperately wish otherwise, the querent finds he *cannot* tell a lie. He may have to either become a master of the carefully-worded-phrase or keep silent.
Simplified effects: Shy guy—querent subtracts -10 from all Social skills.

King of Pentacles

Positively aspected: 'Persistence' is the querent's new by-word. Even if he absolutely and entirely fails a maneuver (non-combat), he may make a second try at no penalty.
Neutrally aspected: Half of the querent's life essence is pulled into a personal possession (weapon, belt, amulet, etc.; GM's choice), doubling the item's power. If the item had no inherent powers previously, it may be used to cast any one spell (up to 10th level) from the Closed Essence list: Spirit Mastery (*SL* p. 78) 1x/day. Without the item, the character operates at -50% for all activities (if within 10' of the item, the character operates normally). If the item is destroyed, the life levels are lost permanently. The GM may wish to allow other characters that may gain possession of the item to control the querent a lá a *Subjugation* spell (Sorcerer base list: Soul Destruction, *SL* p. 97).
Negatively aspected: 'Greed is good'—from now on, the querent will *always* demand more than his fair share of the treasure, and will wheedle, cajole, and possibly even threaten to get what he wants.
Simplified effects: Querent suffers a sudden 'stupidity attack'. He loses *all* ranks in his Academic skills (they may be redeveloped from scratch).

Jeannette Roth

Medieval Adventuring in Rolemaster

A Gamer's Guide to the Middle Ages

I dreamt that I dwelt in marble halls,
With vassals and serfs by my side.
—Alfred Bunn

RMCVI's section 7.5.3, Historical Fantasy, reads in part: "GMs will have to place a lot of restrictions on available professions, and perhaps increase the cost of spell lists to reflect the lower power that magic tends to have in most historical fiction." That can be a lot of work so for those of you interested but lacking the time, here are some guidelines (this material is taken from the ill-fated campaign classic, *The Franks*).

Creating characters for use in an authentic Medieval setting is handled exactly as described in ***RM/MERP***, with the exception of experience levels, skills, and profession/magic restrictions detailed below.

First, players may choose the sex, age, and personality of their characters. Players and the GM should jointly determine the character's profession, starting level, and family background. Remember that religion is an all-pervading influence which shapes and guides the PC's lives. Choosing between Christianity, Judaism, Islam, or one of several Pagan Cults will determine a PC's outlook, alliances, motivations, and adventures.

1.1 POWER LEVELS

Playing in the Middle Ages, you can choose any social level (that your GM allows) from an impoverished serf to the Frankish Emperor, Charlemagne. A character's social status determines the range of starting experience levels as illustrated in the chart below. In parentheses is the number of Background Options available to PCs.

Power Ranking is a guide to both social status and experience level. You can use the following descriptions to aid in your selection. Rulers are noble landowners such as counts, bishops, dukes, popes, or kings. Captains are experienced military leaders who often owe fealty to their liege lord. Knights are adventurous noble warriors who have taken a vow to serve their lord, usually militarily. Many Players will choose to play Knights. Veterans are experienced soldiers who look upon warfare as their vocation. Players will seldom choose to play Soldiers, Freemen, or Serfs (economic slaves) due to a lack of adventure potential or freedom of action. Finally, 'Others' refers to numerous possible character types, with widely varying social statuses. Included in this group are members of the clergy, guildsmen, scholars, troubadours, and spellcasters.

CHARACTER SOCIAL STATUS TABLE

Power Ranking	Background Options	PC Starting Level
Ruler	(1)	5-10 [1d6+4]
Captain	(2)	3-8 [1d6+2]
Knight	(3)	2-7 [1d6+1]
Veteran	(4)	2-5 [1d4+1]
Soldier*	(4)	1-4 [1d4]
Freeman*	(5)	1-3 [.5d6]
Serf*	(5)	0-2 [.5d6-1]
Others	(3)	1-5 [.5d10]

"*"—generally not chosen as PCs.

1.2 PROFESSIONS AND REALMS

Although magic-using characters are not prohibited, the casting of spells is restricted in many ways, both internally (spell level restrictions, for example) and externally (say, torture at the hands of the Inquisition). PCs will more often encounter spell users as unusual enemies (who have no experience level restrictions, of course).

SUGGESTED ALLOWABLE PROFESSIONS

MERP

All Professions

ROLEMASTER

Fighter	(Non-spell User)
Thief	(Non-spell User)
Rogue	(Non-spell User)
Cleric	(Channeling)
Animist	(Channeling)
Lay Healer	(Mentalism)
Astrologer	(Chan/Mentalism)
Sorcerer	(Chan/Essence)
Bard	(Semi-Mentalism)
Ranger	(Semi-Channeling)
No Profession	(Varies)

ROLEMASTER COMPANION I

Druid*	(Channeling)
Delver	(Semi-Essence)
Paladin	(Semi-Channeling)

ROLEMASTER COMPANION II

Scholar	(Non-spell User)
Trader	(Non-spell User)
Sage	(Mentalism)
Shaman*	(Channeling)
Witch	(Chan/Ess)

ROLEMASTER COMPANION III

Assassin*	(Non-spell User)
Bounty Hunter	(Non-spell User)
Cavalier	(Non-spell User)
Craftsman	(Non-spell User)
Duelist	(Non-spell User)
Farmer	(Non-spell User)
Gypsy	(Non-spell User)
Sailor	(Non-spell User)
Warrior	(Non-spell User)
Sleuth*	(Semi-Channeling)
Crafter	(Varies)
Professional	(Varies)

ROLEMASTER COMPANION IV

Leader	(Non-spell User)

ROLEMASTER COMPANION V

Wizard*	(Essence)

ROLEMASTER COMPANION VI

Romantic	(Non-spell User)
Free Thinker	(Non-spell User)
Seeker*	(Mentalism/Ess)

ALCHEMY COMPANION

Adept	(Chan/Ess)
Royal Alchemist*	(Essence)
Shamanic Alchemist*	(Mentalism/Chan)
Grand Vizier*	(Mentalism/Ess)
Tinker	(Semi-Mentalism)
Smith	(Non-spell User)
Charlatan	(Non-spell User)

"*" means that the class should be very rare.

The following descriptions should help you relate ***RM/MERP*** classes to medieval professions:

Knights are most often Fighters, Rogues, Rangers, Paladins, Cavaliers, Duelists, Warriors, Romantics, or Leaders. Thieves (scouts) and No-profession characters are widespread. They are found in every social class—nobility, guildsmen, freeman, outlaws, and serfs.

Alchemists of the Middle Ages manipulated physical elements to obtain spiritual insights. The ***Rolemaster*** emphasis on creating magic items must be expanded to include religious and philosophical doctrines. Of course, Charlatans outnumber true Alchemists by a factor of ten. Similar to Alchemists, Delvers and Seekers are less magical but just as concerned with religion, fabrication, and imbedding enchantments.

Clerics represent ordained practitioners of Christianity, Judaism, or Islam, the three major religions of medieval Europe. Animists are pagan worshippers of the Earth Mother, often persecuted as witches.

Consider Lay Healers to be herbalists, healing through medicaments. Astrologers rely heavily on Astronomy, Mathematics, Star-gazing, and Divination to predict the future for royal clients. Astrology is so respected by everyone, that it is the only branch of occult science not persecuted by the Church.

Sorcerers are priests of the Evil One. Their stock in trade includes summoning dead spirits and demons, spreading evil, and casting detrimental spells. Generally, Sorcerers sell their souls to the devil in order to acquire these powers.

Medieval Bards are troubadours or wandering minstrels who courted favors from nobility in exchange for entertainment.

Rangers are woodsmen of the wilds, games-keepers, scouts, and path-finders.

Druids are the remnants of Celtic priests, most active in Brittany. Their worship of natural forces is more ritualized and warlike than Animists. Like Animists they are often mistaken for Witches or Sorcerers.

Scholars, Sages, and Free Thinkers study the mysteries of their respective religions in order to explain the natural world. Sages use magic to enlighten themselves and their students.

Less powerful but more numerous than Sorcerers, Witches are allegedly practitioners of Black Arts, although their spell lists do not reflect this. Heavily persecuted by the Inquisition, they maintain covert covens to avoid burning at the stake.

Trained in the use of poisons and specialized killing techniques, Assassins are the personal hit men of their masters. Bounty Hunters, on the other hand, serve whomever pays them. Often called Witch Hunters, they specialize in capturing and denouncing suspected witches.

Craftsmen, Crafters, Tinkers, and Professionals are all various forms of Guildsmen. They gain specialized knowledge of a craft or trade through association with a guild.

1.3 SKILLS

Use all the normal rules from either ***MERP***, ***RM***, *RMCII*, or *RMCVI* for skill use, except where noted below. Use only those skills appropriate for your game.

1.3.1 'OPEN' SKILLS
(COMMONLY AVAILABLE)

Acting, Ambush, Animal Handling, Animal Training, Athletic Games, Begging, Boat Pilot, Body Development, Brawling, Bribery, Caving, Climbing, Contortions, Cookery, Dance, Detect Traps, Direction Sense, Disarm Foe, Disarm Trap, Distance Running, Diving, Dowsing, Driving, Drug Tolerance (Alcohol), Duping, Fauna Lore, Fletching, Flora Lore, Foraging, Frenzy, Gambling, General Perception, Heraldry, Herb Lore, Herding, Hide Item, Horticulture, Juggling, Jumping, Lancing/Jousting, Leadership, Loading, Maneuvering in Armor, Martial Arts Strikes Rank #1, Philosophy/Religious Doctrine, Play Instruments, Poetic Improvisation, Read Tracks, Region Lore, Riding, Rope Mastery, Rowing, Scrounge, Seduction, Set Traps, Signaling, Singing, Skinning, Sprinting, Stalk & Hide, Stunned Maneuvering, Subduing, Surveillance, Swimming, Tactical Games, Tale Telling, Time Sense, Tracking, Trading, Trap-building, Trickery, Tumbling, Two Weapon Combo, Weather-watching, and Weapon Skills.

1.3.2 'CLOSED' SKILLS
(AVAILABLE ONLY TO CERTAIN GUILDS AND GROUPS)

Acrobatics, Administration, Adrenal Moves, Advertising, Alchemy, Appraisal, Architecture, Armor Evaluation, Astronomy, Attunement, Basic Mathematics, Channeling, Crafting, Demon/Devil Lore, Diagnostics, Diplomacy, Disguise, Divination, Drafting, (Dragon Lore), (Faerie Lore), Falsification, First Aid, Gimmickry, Interrogation, Leather Working, Lie Perception, Linguistics, Lock Lore, Magic Language, Magical Ritual, Mapping, Mechanition, Meditation, Metal Evaluation, Metal Lore, Midwifery, Military Organization, Mimicry, Mining, Missile Artillery, Mnemonics, Music, Navigation, Painting, Picking Locks, Pick Pockets, Poison Lore, Poison Perception, Power Point Development, Public Speaking, Racial History, Runes, Sailing, Sculpting, Second Aid, Siege Engineer, Silent Kill, Smithing, Spell List Acquisition, Star-gazing, Stone Crafts, Stone Evaluation, Stone Lore, Streetwise, Symbol Lore, Tactics, Tightrope Walking, Trading Lore, Transcend Armor, Use/Remove Poison, Weapon Evaluation, Wood Crafts.

Note: *Skills in parentheses are not used unless you decide that dragons and faeries actually exist.*

Note: *The GM should restrict the learning of these abilities, allowing them only when appropriate.*

1.3.3 NEW SKILLS

FIREARMS (Ag/Ag/St, AG)—Firearms (Arquebus) are treated exactly the same as the Bows weapon skill for ***RM*** players, or the Missile weapon skill for ***MERP*** players, as far as learning costs, etc. are concerned. Full rules for the use of firearms can be found in the Combat section. Both the Firearms and Cannon skills may only be taken after 1350 A.D.

CANNON (In/Ag, AG)—Use the Missile Artillery skill from *RMCII* if you have it. The skill is reproduced below for those without *RMCII*:

MISSILE ARTILLERY (In/Ag, AG)— This skill bonus is part of the total combat OB applied when using catapults, trebuchets, ballistae, or other missile artillery (cannon).

RELIGIOUS CONVERSION (Pr/In, Pr)—This Social Skill is used when attempting to 'convert' a listener into embracing your religious views. Religious conversion is a slow process, taking anywhere from hours to days. The difficulty of the Conversion Static Action is determined by the target's present religion (converting a minor heretic might be Easy, while trying to convert a Moslem would be Sheer Folly). Success means that the target must make a Faith roll in order to resist Conversion. The cost of the Conversion skill is the same as for 'Body Damage Stabilization' (except for Delvers, Lay Healers, and Rangers—whose cost is 2/6).

FAITH (In/SD, IT)—Faith is a General Skill that is used to overcome the effects of a Religious Conversion attempt. Faith is the measure of the strength of your belief in your religion. When a successful Conversion roll is made, the target must make a Faith roll (the difficulty is determined by the GM depending on the nature of the Conversion). A successful Faith roll negates the Conversion attempt. The Faith skill costs 1/3 for Channeling spell users, 1/5 for Hybrid spellcasters, and 2/6 for everyone else.

1.3.4 LANGUAGES

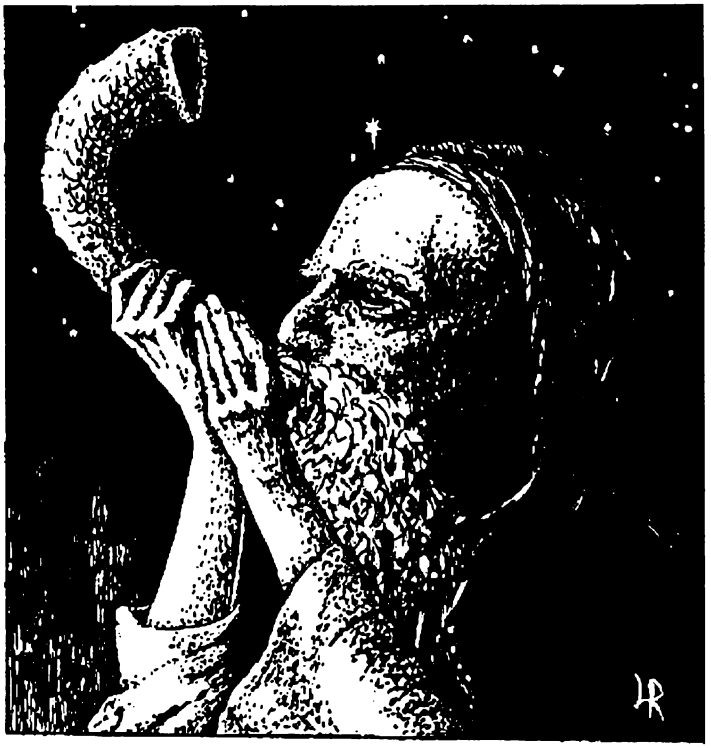
Nationality and education determine any languages a character knows. Most characters know only one spoken language. Writing and other languages are known only to scholars and clergy. French is the language of business, law, and royal courts. The Catholic Church uses Latin as a religious tongue. All sacred texts and most scholarly manuscripts are also written in Latin. Other vernaculars are Anglo-Saxon, Arabic (Moorish), Basque, Celtic, Danish, English (post-1250 A.D.), German, Italian, Provencal, Spanish (Castillian), and Yiddish.

Due to special circumstances presented by a medieval campaign and to reflect the paucity of scholarship, the Language Learning rules are slightly altered. Instead of the two standard categories (Written and Spoken), there are three—Speaking, Reading, and Writing. All three categories must be developed separately.

1.4 MAGIC

The GM must decide the nature of magic in his campaign. Is magic real? Are clerics and witches spellcasters or charlatans? Is Satan real or merely a handy scare tactic used by the Church to subdue the masses? Players must know what role magic will play in the campaign.

Although a strictly realistic interpretation of magic (as either superstition, psychoses, or ergot-contaminated bread) can be gamed, it lacks the excitement and interest of a world where magic actually exists. However, the magic of medieval France is not nearly as powerful as that available to standard ***RM/MERP*** characters. Below are some suggested limitations which will bring spell casting characters in line with their medieval counterparts.



1.4.1 SUGGESTED LIMITATIONS ON SPELL USE

Like Linguistics, availability of both a teacher and the appropriate study materials directly influences the cost of learning spell lists. The table below details the development point cost multipliers for Spell List Acquisition depending on the various situations described.

Spell List Development Multipliers:

Multiply the development cost by one of the following factors if a student is faced with one of these situations.

- Knows related spell list (GM's discretion): x 1/2 DPs.
- Character has writings, but no teacher: x2 DPs for Channeling, x3 for Mentalism, and x4 for Essence.
- Character has teacher, but no writings: x2 DPs for Channeling, x4 for Mentalism, and x5 for Essence.
- Character has no writings, no teacher: Character must use Spell Research rules in *SL* Section 9.0. (Also, GMs may wish to use Spell Law Section 10.8 'Learning Spells' for characters who want to learn spells outside their realm.)

The medieval Roman Catholic Church did not sanction the use of magic in any form, except by one of their own number. If a character is seen casting a spell with some physical manifestation, he is likely to be delivered to the tender mercies of the Inquisition. Remember, "Burn, Witch! Burn!"

Also, limitations should exist for both the number of spell lists and maximum spell level able to be learned. The following table offers some suggested guidelines restricting spell use based on Prime Requisites.

SPELL RESTRICTIONS

Prime Requisite	Spell Lists Learnable	Maximum Spell Level
90	1 list	3rd level max.
95	2 lists	5th level max.
98	3 lists	7th level max.
100	4 lists	10th level max.
101	5 lists	15th level max.
102+	6 lists	20th level max.

For Example, an Animist with an Intuition of 97 could know, at most, two lists and would be restricted to learning only spells of fifth level or less. A result of this chart is that most spell users will sink as many Background Options as possible into raising their Prime Requisites.

Finally, most spells require the use of rare or special materials in magic rituals which take considerably more time to conduct than the normal 3 rounds or less. For example, Ceremonies require a holy symbol (at least) and take at least an hour to perform. A witch's curse might require a lock of the victim's hair and a magic ritual taking several nights to complete. The GM should decide on these restrictions as they arise in play, making his judgments case-by-case.

1.4.2 SUGGESTED ALLOWABLE SPELL LISTS

MERP: All lists are available (except for Mage base lists).

Spell Law:

Channeling—Detection Mastery, Weather Ways, Purifications, Spell Defense, Nature's Law, Concussion's Ways, Blood Law, Nerve Law, Muscle Law, Organ Law, Bone Law, Calm Spirits, Creations, Lore, Symbolic Ways, Cleric base lists, Animist base lists, Ranger base lists, Evil Cleric base lists, and Astrologer base lists (except Starlights).

Essence—Rune Mastery, Spell Wall, Detecting Ways, Unbarring Ways, Delving Ways, Invisible Ways, Spirit Mastery, Spell Reins, Gate Mastery, Spell Enhancement, Shield Mastery, and Sorcerer base lists (which also include the Evil Magician lists Dark Contacts and Dark Summons).

Mentalism—Delving, Damage Resistance, Cloaking, Anticipations, Attack Avoidance, Detections, Illusions, Self Healing, Spell Resistance, Mind Mastery, Sense Mastery, Solid Manipulation, Liquid Manipulation, Gas Manipulation, Movement, Mind's Door, Speed, Lay Healer lists, and Bard base lists. (Evil Mentalist base lists are available for Demons only.)

Rolemaster Companion I:

Channeling—Ceremonies, Guardian Ways, Midwifery, Druid lists, and Paladin lists.

Essence—Familiar's Law, Alchemical Preparations, and Delver base lists.

Rolemaster Companion II:

Channeling—Exorcism, Witch lists, and additional Paladin base lists.

Essence—the Necromancer lists Commune and Summon Dead, which are treated as Sorcerer base lists.

Mentalism—Sage base lists (except Recreations).

Rolemaster Companion III:

Channeling—the Arcane Society Coven lists Allurement, Household Magic, Barrier Ways, Brewing Lore, Hearth Magic, Wax Magic, and Mending Ways, which are treated as both Animist and Witch base lists.

Mentalism—the Montebanc list Appraisals, which is treated as a Closed Mentalism list.

Rolemaster Companion IV:

Essence—Counterspells, (Foul Changes I & II as Demonic magic).

Channeling—Enrichment.

Rolemaster Companion V:

Channeling—Beast's Ways, Weather Mastery, Spirit Manifestations, and Subdual Ways.

Essence—Wizard base lists.

Alchemy Companion:

Organic Skills, Inorganic Skills, Enchanting Ways, Chemical Manipulations, Life Essence Storing, Demon Imbedding, Poison Mastery, Channeling, Item Blessing, all Adept base lists, all Royal Alchemist base lists, all Shamanic Alchemist base lists (except Charmcraft), all Grand Vizier base lists, all Tinker base lists, Leather Mastery, Paper Mastery, and Cloth Mastery.

Spell User's Companion:

Channeling—Dark Curses.

Essence—Spell Enhancement II.

Note: *All Clerics must first learn the Closed Channeling list: Ceremonies, from* RMCI. *Subsequent list 'buys' are unrestricted. Notice that the Roman Catholic Saints had to perform miracles, that is, cast spells from other lists.*

1.5 CHARACTER EQUIPMENT

All goods listed on pages 24 - 27 of *ChL&CaL* are available, except numbers:

401-403, 407, 411, 422-424, and 430.

504, 506, 507, 510, 519, 526, 528, 529, 531, 538-540, 546, 550, and 553-555.

The Medieval period saw the evolution of armor from chain to plate. For this reason, certain Armor Types are unavailable until the years listed below:

AT 17 is unavailable before 1050.
AT 18 is unavailable before 1200.
AT 19 is unavailable before 1330.
AT 20 is unavailable before 1425.
(These dates are approximations.)

1.5.3 RM/MERP GENERAL EQUIPMENT TABLE

Item	Weight (lb)	Cost	Notes
Powder Charges (20)	.1	2s	
Lead Shot (20)	.2	1s	
Match (10 shots)	.1	1s	Necessary for arquebus.
Cleaning Kit	.1	2s	
Powder Horn	.3	2s	Waterproof; holds 60 shots.
Cartridge Pouch	.5	1s	Holds 50 balls & one Cleaning kit.

1.6 CREATING CHARACTER BACKGROUNDS

Players may develop character backgrounds in more-or-less the same way as they do in RM/MER*P*, with the obvious exceptions of non-humans and magic-users. The GM should help the players create characters with some period feeling. Remember to decide on a religion for the character; in this game there are no atheists, only heretics!

In most fantasy campaigns, opposing forces clash: Good vs. Evil, Chaos vs. Law, Active vs. Passive, etc. The reality of the Medieval period is much more complex. Basically, the different factions are:

1. Roman Catholic Church (& the Inquisition)
2. Judaism
3. Islam
4. Animism (Wicca)
5. Druidism
6. Satanism (Christianity's flip-side)
7. Catholic Church at Avignon (the Anti-papacy)
8. Eastern Orthodox Church
9. numerous other minor heresies (Albigensians, Catharis, Huguenots, Humiliates, Manicheans, Waldensians, etc.)

Plus, remember that various petty political machinations will likely add to this complexity.

Tim Taylor

1.5.1 RM/MERP FIREARMS TABLE

				Range (Feet)				Range Modifiers				Armor Modifiers				
Name	Type	Rate	Fumble	PB	SR	MR	LR	PB	SR	MR	LR	20-17	16-13	12-9	8-5	4-1
Arquebus†	2 H Proj	1/7 rnd	11	20	130	280	400	+10	0	-50	-75	0	+10	+10	+10	+15
Grenade‡	Thrown	1/rnd	6	10*	30*	100*	150*	+100*	+50*	+30*	0*	0	0	0	0	0

* For determining thrown accuracy only.
† Delivers Puncture Criticals.
‡ Delivers Shrapnel or Explosion Criticals.

1.5.2 RM/MERP FIREARMS PRICE TABLE

Weapon	Cost	Type	Production Time	Weight (lb)	Strength	Breakage Factor	Fumble Range
Arquebus	1.5s	2 H Proj+	16 days	5-9	15†	120+†	01-11
Grenade	.5s	Thrown	2 days	2	—	—	01-06

"†"— When used in Melee as club.